

## APPENDIX E

# BATTLE DRILLS AND CREW DRILLS

*Mechanized infantry battle and crew drills describe how platoons and squads apply immediate action and fire and maneuver to commonly encountered situations and equipment malfunctions. They require leaders to make decisions rapidly and to issue brief oral orders quickly. A platoon's ability to accomplish its mission often depends on soldiers, leaders, and squads and sections executing key actions quickly. All soldiers and their leaders must know their immediate reaction to enemy contact and equipment malfunction as well as follow-up actions.*

*Drills are limited to situations requiring instantaneous response; therefore, soldiers must execute drills instinctively, which results from continual practice. Drills provide platoons with standard procedures essential for building strength and aggressiveness. They identify key actions that leaders and soldiers must perform quickly. They provide for a smooth transition from one activity to another; for example, from movement to offensive action to defensive action. They provide standardized actions that link soldier and collective tasks at platoon level and below. (Soldiers perform individual tasks to CTT standard.) Drills must be understood by each individual and leader, and continually practiced by the platoon.*

*The format for drills discussed in this chapter includes the title, the SITUATION that would cue the unit or the leader into initiating the drill, the REQUIRED ACTIONS in sequence, and supporting illustrations. Where applicable, drills are cross-referenced with material in other chapters, other drills, or both. Battle drills are in Section I and crew drills are in Section II. (See ARTEP 7-7J-Drill for the task, conditions, and standards for drill training.)*

### Section I. BATTLE DRILLS

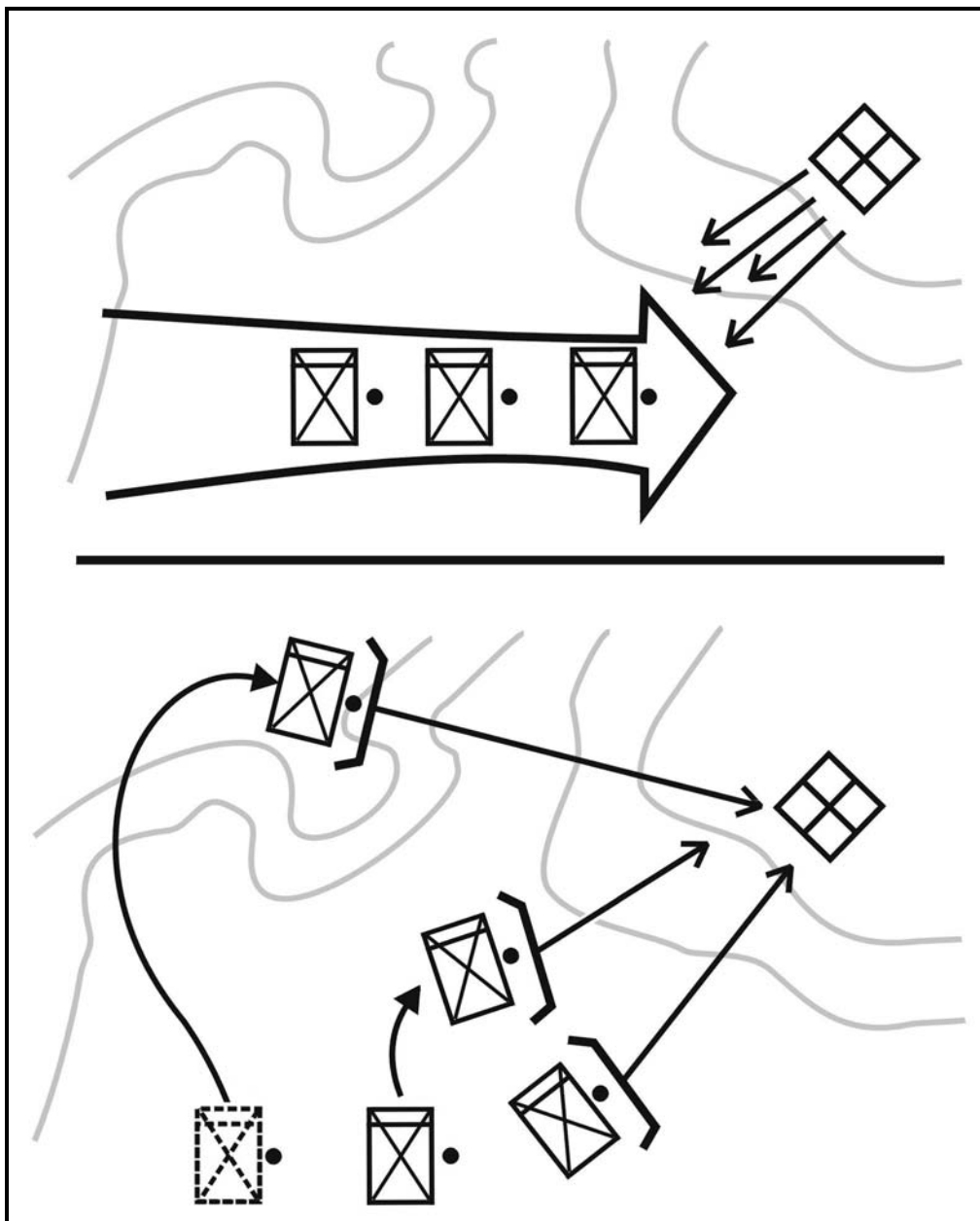
Field Manual 25-101 defines a battle drill as “a collective action rapidly executed without applying a deliberate decision-making process.” Characteristics of a battle drill are:

- They require minimal orders from leaders and are standard throughout the Army.
- Sequential actions are vital to success in combat or critical to preserving life.
- They apply to platoon or smaller units.
- They are trained responses to enemy actions or leaders' orders.
- They represent mental steps followed for offensive and defensive actions in training and combat.

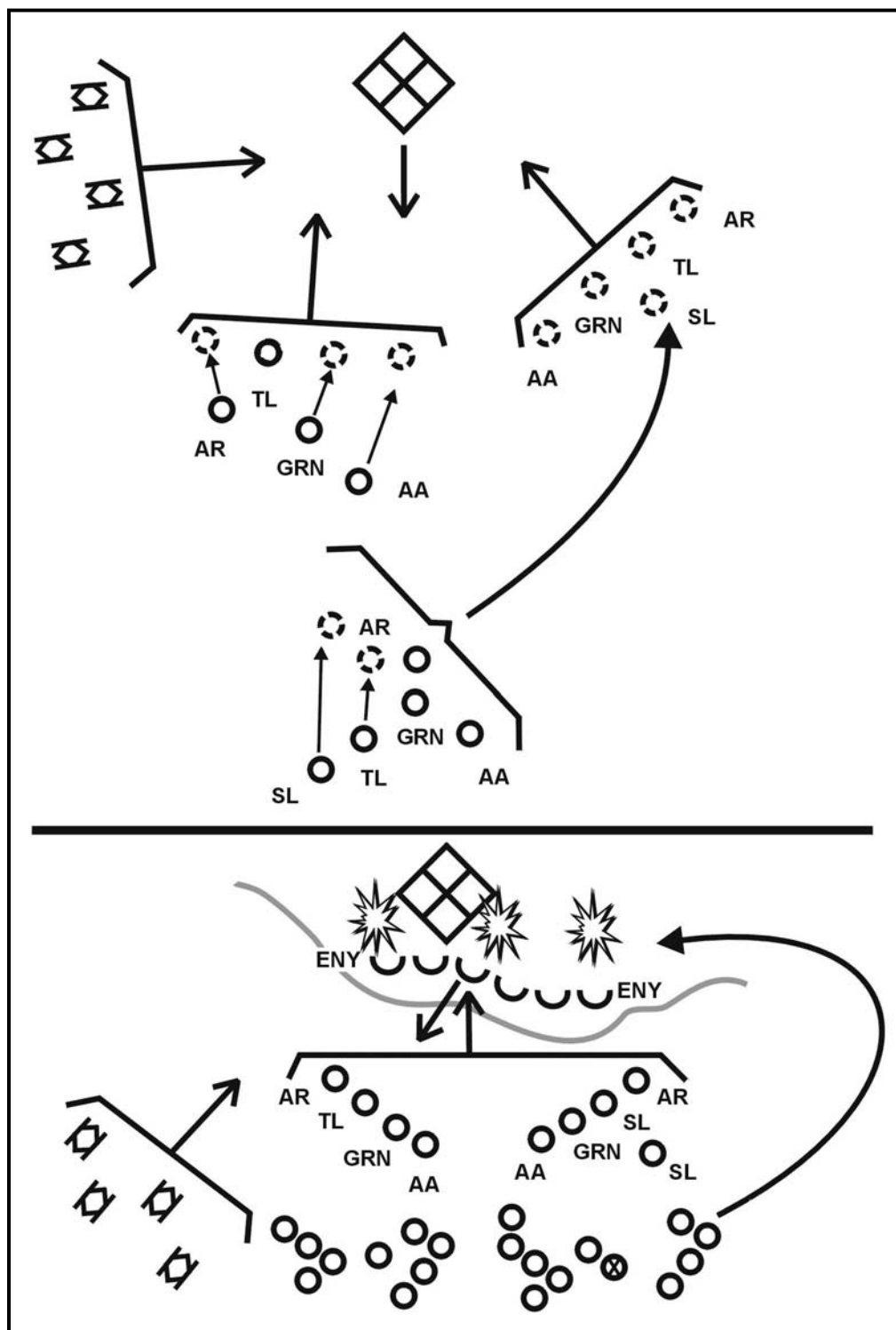
**Battle Drill 1**  
**REACT TO CONTACT (PLATOON OR SQUAD)**  
**(DISMOUNTED)**

**SITUATION:** The platoon or squad (dismounted element) receives direct fires from enemy individual or crew-served weapons (physical contact). The dismounted element is operating within the supporting range of the BFVs.

**REQUIRED ACTIONS** (Figure E-1 and Figure E-2, page E-3):



**Figure E-1. React to contact (dismounted).**



**Figure E-2. React to contact (dismounted) (continued).**

1. Soldiers immediately assume the nearest covered positions and return fire in the direction of contact.

2. Squad or team leaders locate and engage known or suspected enemy positions with well-aimed fire and pass information to the squad or platoon leader. The platoon leader reports contact to the company commander.

3. Fire team leaders control fire using standard fire commands (initial and supplemental) containing the elements of alert, direction, description of target, range, method of fire (manipulation and rate of fire), and command to commence firing.

4. Soldiers maintain contact (visual or verbal) with the soldiers on their left and right.

5. Soldiers maintain contact with their team leaders and report the location of enemy positions.

6. Leaders (visually or verbally) check the status of their personnel.

7. The squad or team leaders maintain visual contact with the platoon or squad leader.

8. The team leader leads his team by example: "Follow me; do as I do."

9. Leaders relay all commands and signals from the platoon chain of command.

10. The platoon sergeant positions the BFVs as necessary to observe and to provide supporting fires.

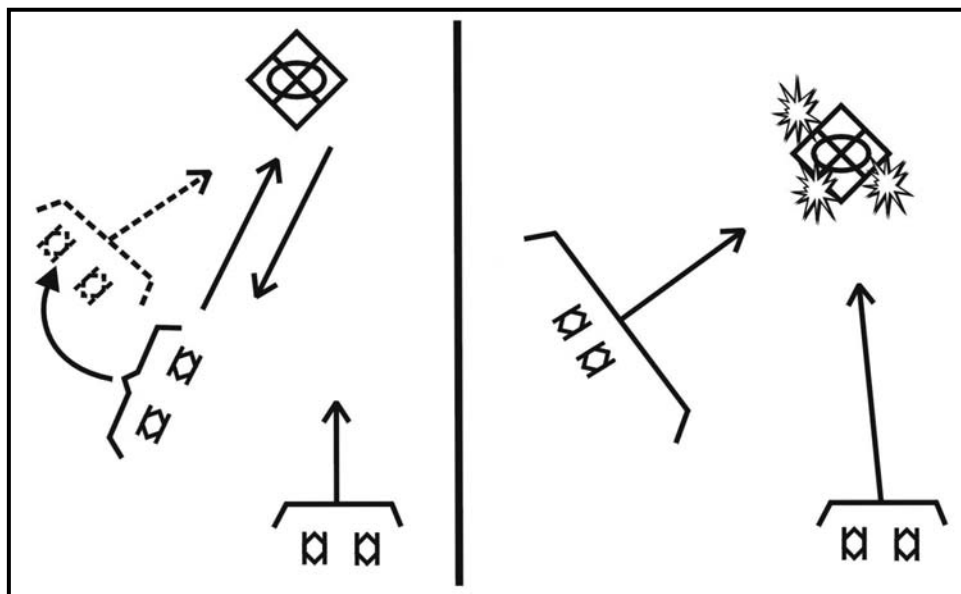
**NOTE:** Once the platoon has executed the React to Contact battle drill, the platoon leader makes a quick assessment of the situation (for example, enemy size, location). He decides on a course of action (Battle Drill 3, Break Contact [Dismounted]). The platoon leader reports the situation to the company commander.

## Battle Drill 1A REACT TO CONTACT (SECTION OR PLATOON) (MOUNTED)

**SITUATION:** While mounted, the platoon receives fires from enemy individual or crew-served weapons (including light antiarmor weapons).

**NOTE:** During mounted operations one rifle squad is split between the BFV sections. When required to conduct dismounted operations and separated from its parent squad the platoon leader or platoon sergeant will normally control the fire team.

**REQUIRED ACTIONS** (Figure E-3):



**Figure E-3. React to contact (mounted).**

1. Vehicles of the section in physical contact with the enemy immediately return fire in the direction of contact while moving out of the beaten zone. The section leader of the section in contact (if not the platoon leader) reports contact to the platoon leader.
2. All vehicles move to the nearest covered and concealed positions.
3. Upon reaching the covered and concealed position, the section in physical contact continues to engage the enemy with well-aimed fire using precision fire command. The squad/fire teams dismount to provide local security and or add suppressive fires against the enemy position.
4. Vehicles of the section not in physical contact orient their weapons in the direction of the enemy.
5. The platoon leader or platoon sergeant reports contact to the company commander.

**NOTE:** Once the platoon has executed the React to Contact drill, the platoon leader makes a quick assessment of the situation (for example, enemy size, location). He decides on a course of action. The platoon leader may elect to bypass, if permitted by the company commander. The platoon leader reports the situation to the company commander.

6. Bradley commanders within a section maintain visual contact with each other (wingman concept).
7. Bradley commanders maintain communications with the platoon leader.
8. Bradley commanders relay all commands to mounted infantry fire teams.

**Battle Drill 2**  
**BREAK CONTACT (PLATOON OR SQUAD)**  
**(DISMOUNTED)**

**SITUATION:** The platoon or rifle squad(s) (dismounted element) is under enemy fire and must break contact. The dismounted element is operating within supporting range of the BFVs.

**REQUIRED ACTIONS** (Figure E-4 and Figure E-5, page E-8):

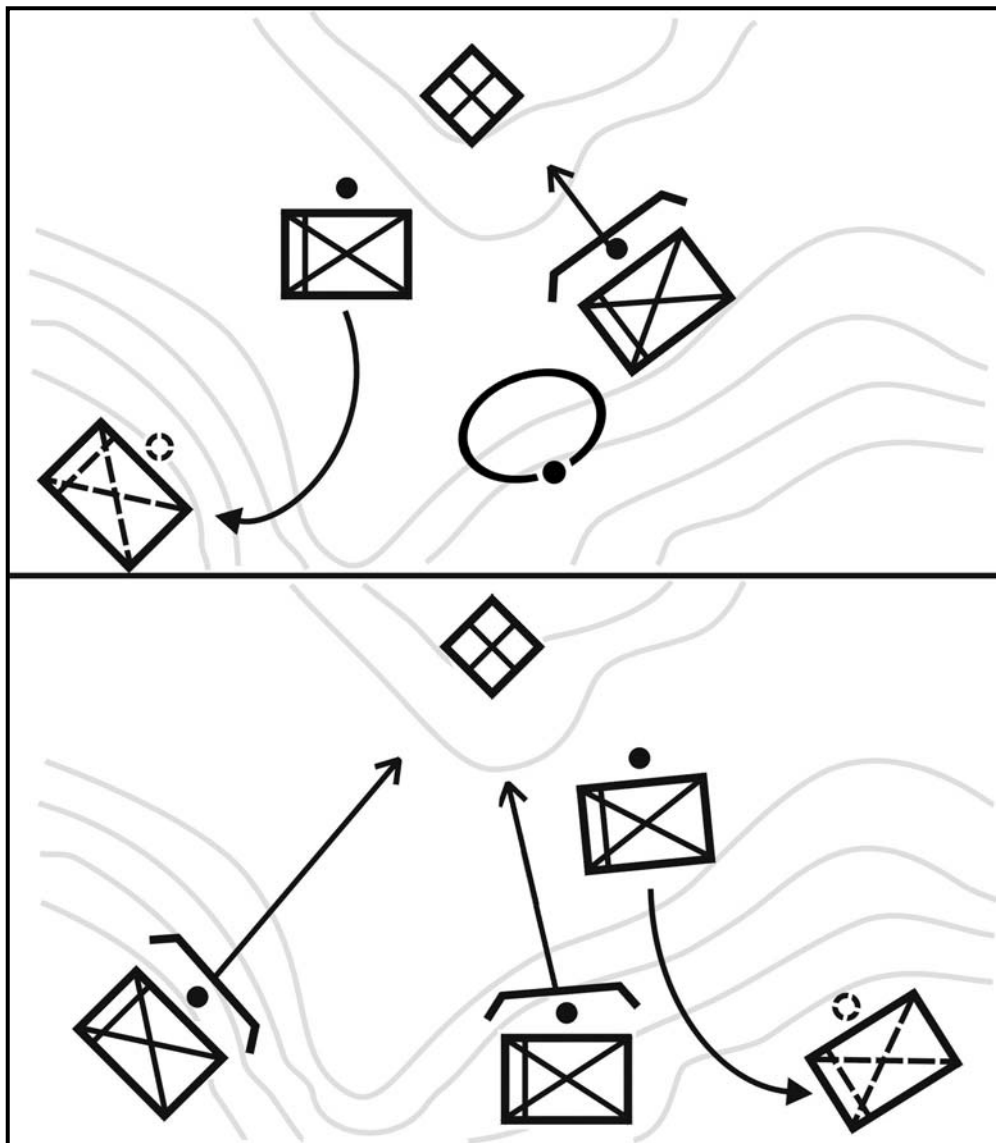


Figure E-4. Break contact (dismounted).

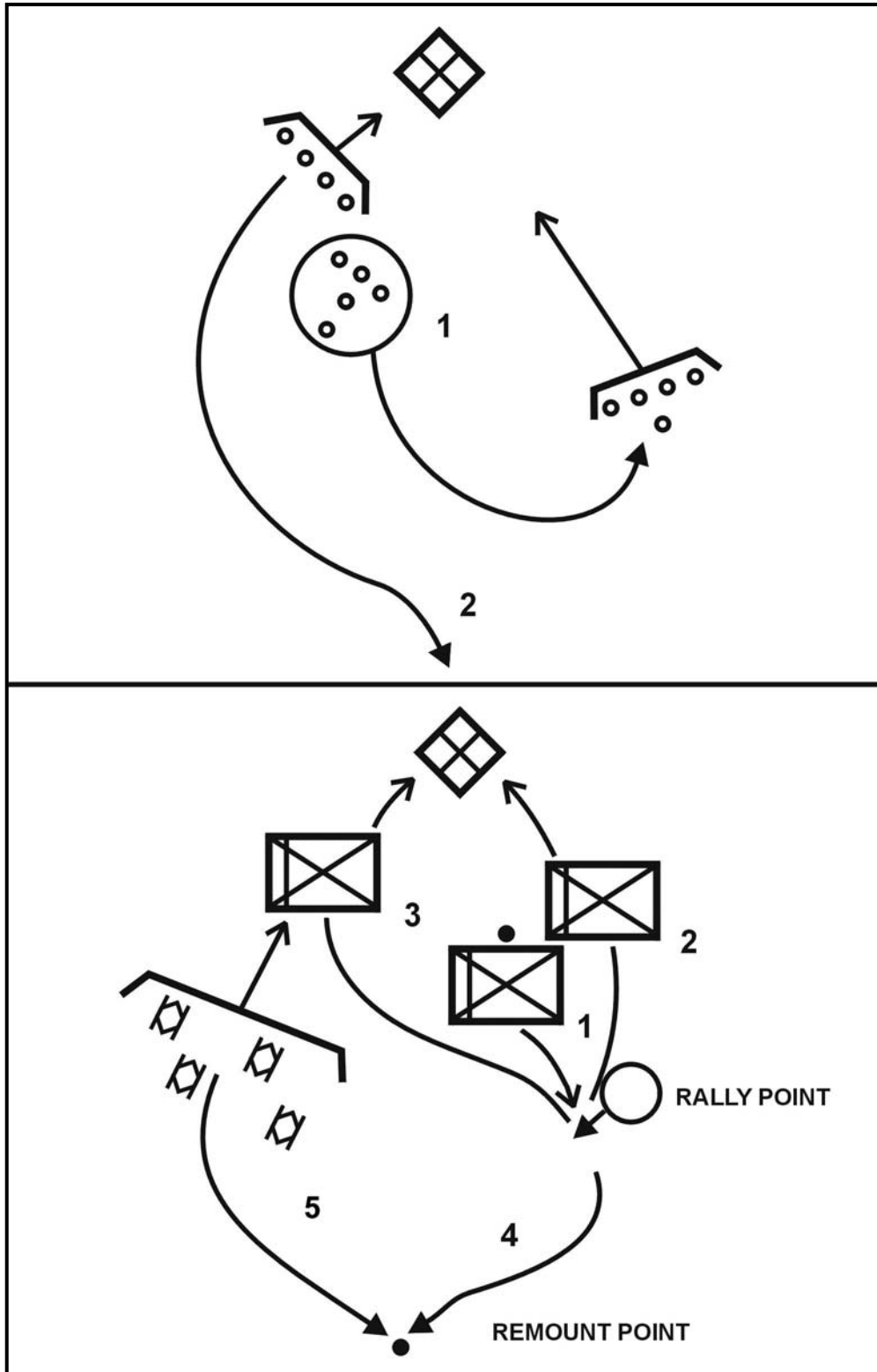


Figure E-5. Break contact (dismounted) (continued).

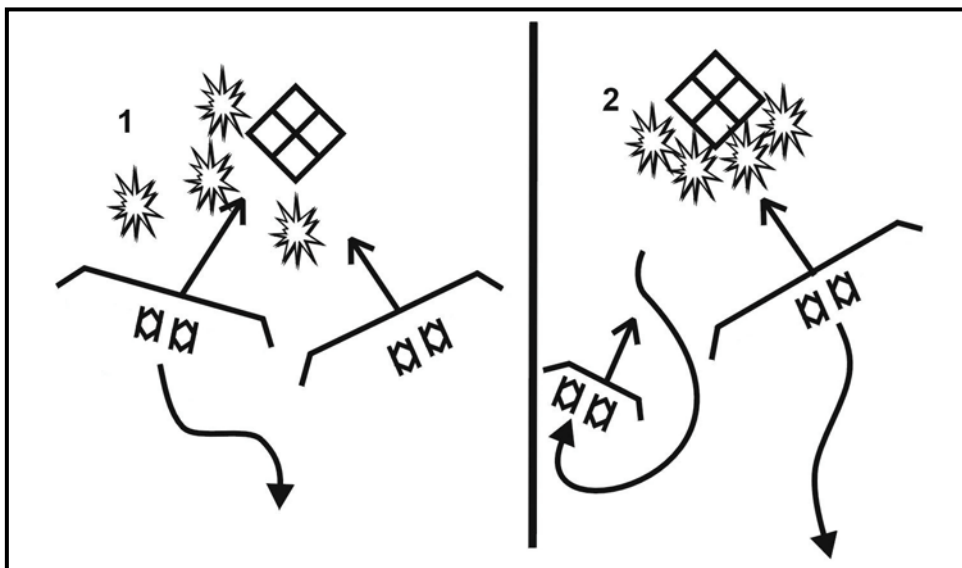


1. The platoon leader gives the order to break contact.
2. The platoon leader directs the BFVs to support the disengagement of the dismounted element. (If the BFVs cannot support the disengagement of the dismounted element, the platoon/squad leader directs a squad or squads/fire team to suppress by fire to support the disengagement of the remainder of the element.
3. The platoon or squad leader orders a distance and direction, a terrain feature, or the last objective rally point for the movement of the first squad or fire team.
4. The base-of-fire element (BFVs or squad(s) or fire team) increases the rate of fire to suppress the enemy.
5. The maneuver element moves to assume the overwatch position. The maneuver element uses fragmentation or concussion to break contact, and smoke grenades to screen its movement.
6. The maneuver element takes up the designated position and engages the enemy position.
7. The platoon/squad leader directs the initial base-of-fire element (BFVs or squad(s) or fire team) to move to its/their next location. (Based on the terrain and the volume and accuracy of the enemy's fire, the maneuvering squad(s) or fire team may need to use fire and movement techniques.)
8. The platoon or squad continues to bound away from the enemy until (the platoon or squad must continue to suppress the enemy as it breaks contact)—
  - It breaks all contact.
  - It passes through a higher level base-of-fire position.
  - Its squads or fire teams are in the assigned position to conduct the next mission.
9. In the absence of a leader's instructions, the platoon or squad moves to the last designated rally point.
10. The platoon leader directs the BFVs to move to a rally point and link up with the dismounted element.
11. Section and squad leaders account for soldiers, report, reorganize as necessary and continue the mission.
12. The platoon leader reports the situation to the company commander.

## Battle Drill 2A BREAK CONTACT (SECTION OR PLATOON) (MOUNTED)

**SITUATION:** The platoon is mounted (except for security elements). It is under enemy fire and must break contact.

**REQUIRED ACTIONS** (Figure E-6).



**Figure E-6. Break contact (mounted).**

1. The platoon leader gives the order to break contact.
2. The platoon leader directs one section to be the base-of-fire element to support the disengagement of the other section.
3. The platoon leader orders a distance and direction, a terrain feature, or last objective rally point for the moving section.
4. The base-of-fire section continues to engage the enemy. It attempts to gain suppressive fire long enough to support the bound of the moving element. (The platoon uses all available direct and indirect fires, including smoke to assist in disengaging.) The section leader controls fires using standard fire commands containing the alert, direction, description of target, range, method of fire, and command to commence firing.
5. The moving section's security element remounts.
6. The moving section continues to fire while moving to an overwatch position and continues to provide suppressive fires. Firing port weapons are manned and ready to fire.
7. The platoon leader directs the supporting section to move to its next location.
8. The platoon continues to bound away from the enemy (suppressing the enemy as it breaks contact) until—
  - It breaks all contact.
  - It passes through a higher level base-of-fire position.
  - Its sections are in the assigned position to conduct the next mission.

9. In the absence of a leader's instructions, the platoon moves to the last designated rally point.

10. Section and squad leaders account for soldiers, report, reorganize as necessary, and continue the mission.

11. The platoon leader reports the situation to the company commander.

### Battle Drill 3 REACT TO AMBUSH (PLATOON OR SQUAD) (DISMOUNTED)

**SITUATION:** If the platoon or rifle squad(s) (dismounted element) enters a kill zone, and the enemy initiates an ambush with a casualty-producing device and a high volume of fire, the rifle squad or platoon takes the following actions.

**REQUIRED ACTIONS** (Figure E-7):

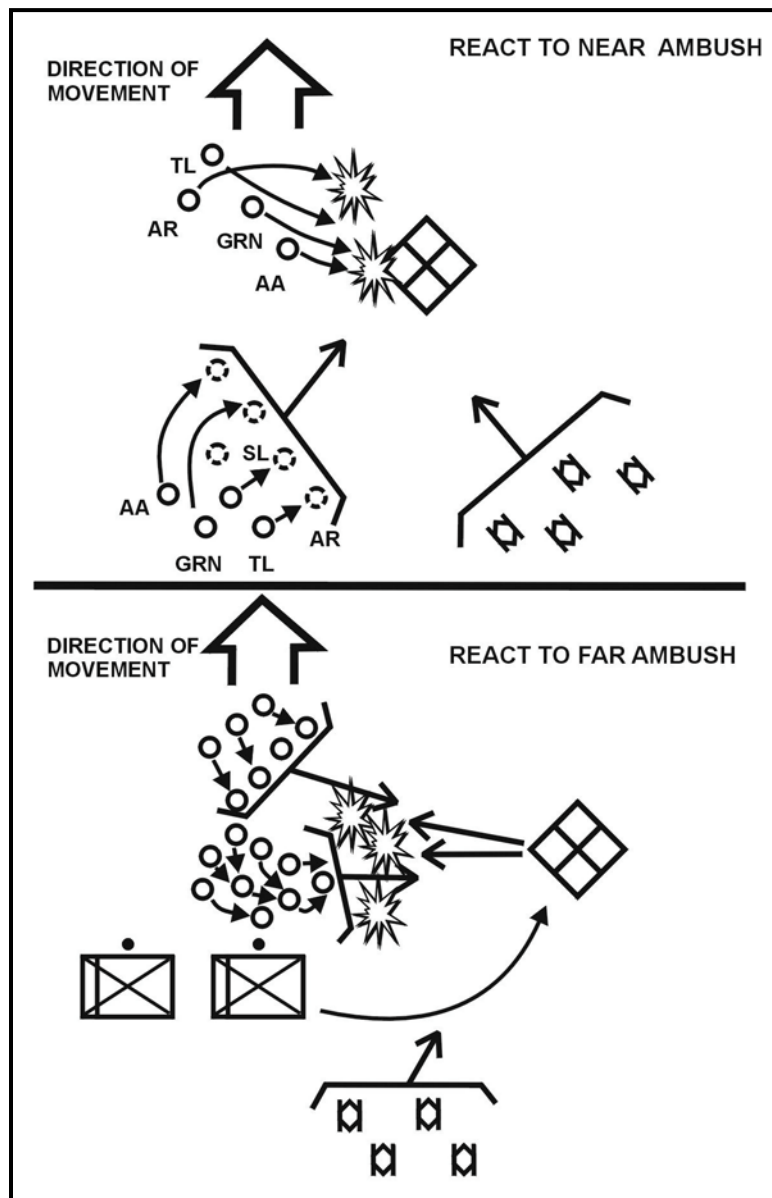


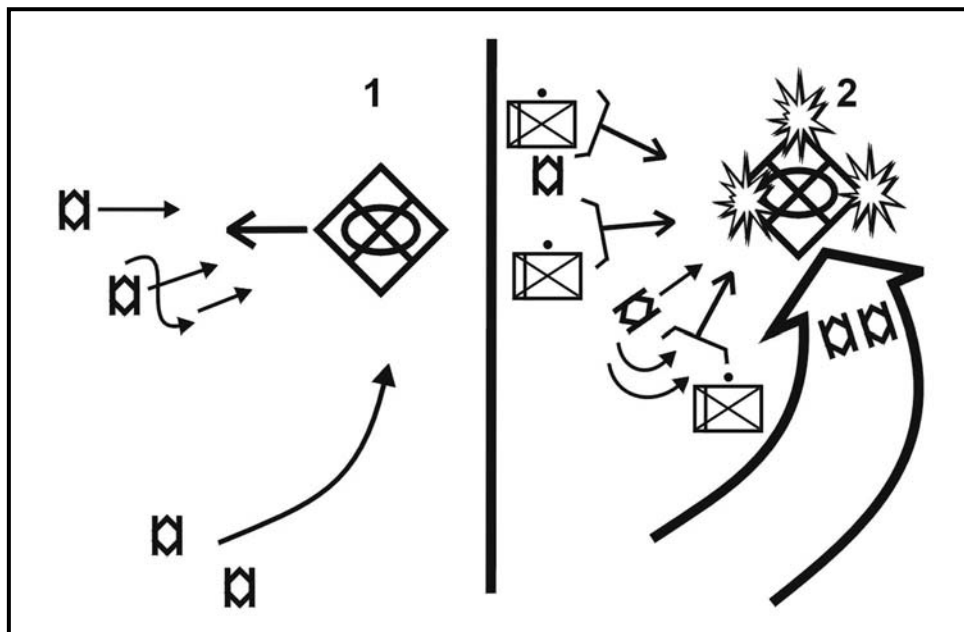
Figure E-7. React to ambush (dismounted).

1. In a near ambush (within hand-grenade range), soldiers receiving fire immediately return fire; take up covered or assume prone positions; throw fragmentation, concussion, and smoke grenades.
  - a. Immediately after the grenades detonate, soldiers in the kill zone assault through the ambush using fire and movement.
  - b. BFVs and soldiers not in the kill zone immediately—
    - Identify enemy positions.
    - Initiate immediate suppressive fires against the enemy.
    - Shift fires as the soldiers in the kill zone assault through the ambush.
2. In a far ambush (beyond hand-grenade range), soldiers receiving fire immediately return fire, take up covered positions, and suppress the enemy by—
  - Destroying or suppressing enemy crew-served weapons.
  - Obscuring the enemy position with smoke (M203).
  - Sustaining suppressive fires.
  - a. Soldiers (squads or teams) not receiving fires move by a covered and concealed route to an assailable flank of the enemy position and assault using fire and movement techniques.
  - b. BFVs and soldiers in the kill zone continue suppressive fires and shift fires as the assaulting squad(s) or team fights through the enemy position.
  - c. The platoon leader directs the vehicles to move to positions where they can place effective fires on the enemy or the platoon leader conducts a flank attack, if he determines that there are no antitank weapons in the ambush.
3. The platoon leader/sergeant calls for and adjusts indirect fires. On order, he shifts fires to isolate the enemy position or to attack them with indirect fires as they retreat.
4. The platoon or squad leader reports, reorganizes as necessary, and continues the mission.

### Battle Drill 3A REACT TO AMBUSH (PLATOON) (MOUNTED)

**SITUATION:** If the platoon is mounted, enters a kill zone, and the enemy initiates an ambush with a light antiarmor weapon and a high volume of fire, the platoon takes the following action.

**REQUIRED ACTIONS** (Figure E-8):



**Figure E-8. React to ambush (mounted).**

1. Vehicles in the section in the kill zone immediately return fire, while moving out of the kill zone or to covered positions within the kill zone and continue to fire on the ambush position with the highest possible volume of fire.

2. Soldiers in disabled vehicles in the kill zone dismount immediately, assume covered and concealed positions, and add their suppressive fires against the enemy.

3. The section in the kill zone gains suppressive fire.

a. Destroys or suppresses enemy weapons firing most effectively against the section.

b. Obscures the enemy position with smoke.

c. Sustains suppressive fires.

d. The section not in the kill zone moves by a covered and concealed route to an assailable flank of the enemy position and assaults across the enemy position mounted. (Battle Drill 1 or 1A.)

e. BFVs and soldiers in the kill zone continue suppressive fires and shift fires as the assaulting section fights through the enemy position.

4. The platoon leader/sergeant calls for and adjusts indirect fires. On order or as required, he shifts fires to isolate the enemy position, or to attack them with indirect fires as they retreat.

5. The platoon leader/sergeant reports, reorganizes as necessary, and continues the mission. (If the platoon cannot continue the assault, it breaks contact. See Battle Drill 3A, Break Contact [Mounted].)

**Battle Drill 4**  
**ENTER BUILDING/CLEAR ROOM/BUILDING**  
**(PLATOON)**

**SITUATION:** Operating as part of a larger force, the platoon is moving (mounted or dismounted) and is operating within supporting range of the BFVs when it receives fire from the enemy in a building.

**NOTE:** The battle drill assumes that only the platoon's organic weapons support the rifle squad(s). Some urban operations (UO) situations may require precise application of firepower. This is true of a UO environment where the enemy is mixed with noncombatants. The presence of civilians can restrict the use of fires and reduce the combat power available to a platoon leader. His platoon may have to operate in "no fire" areas. Rules of engagement (ROE) can prohibit the use of certain weapons until a specific hostile action takes place. The use of hand grenades and suppressive fire to enter rooms may be prohibited to preclude noncombatant casualties and collateral damage. All leaders must be aware of the ROE. They must include the precise use of weapons in their planning for missions during UO. This includes how the platoon will employ its organic weapons and other weapon systems it may have in support. They must coordinate the use of marking systems to prevent casualties due to friendly fire. FM 3-06.11 provides additional techniques for platoons and squads in UO.

**REQUIRED ACTIONS** (Figure E-9 and Figure E-10, page E-18):



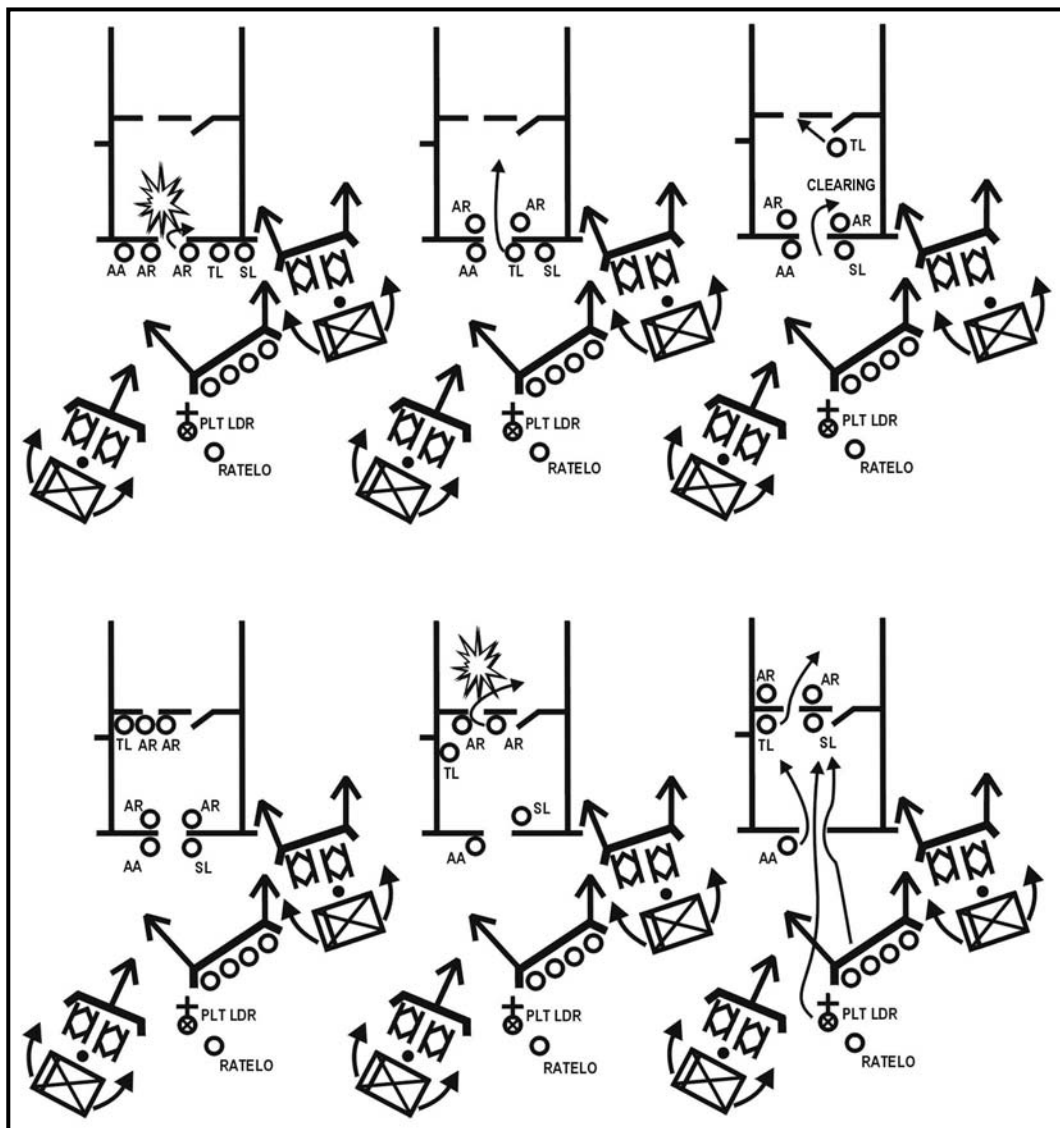
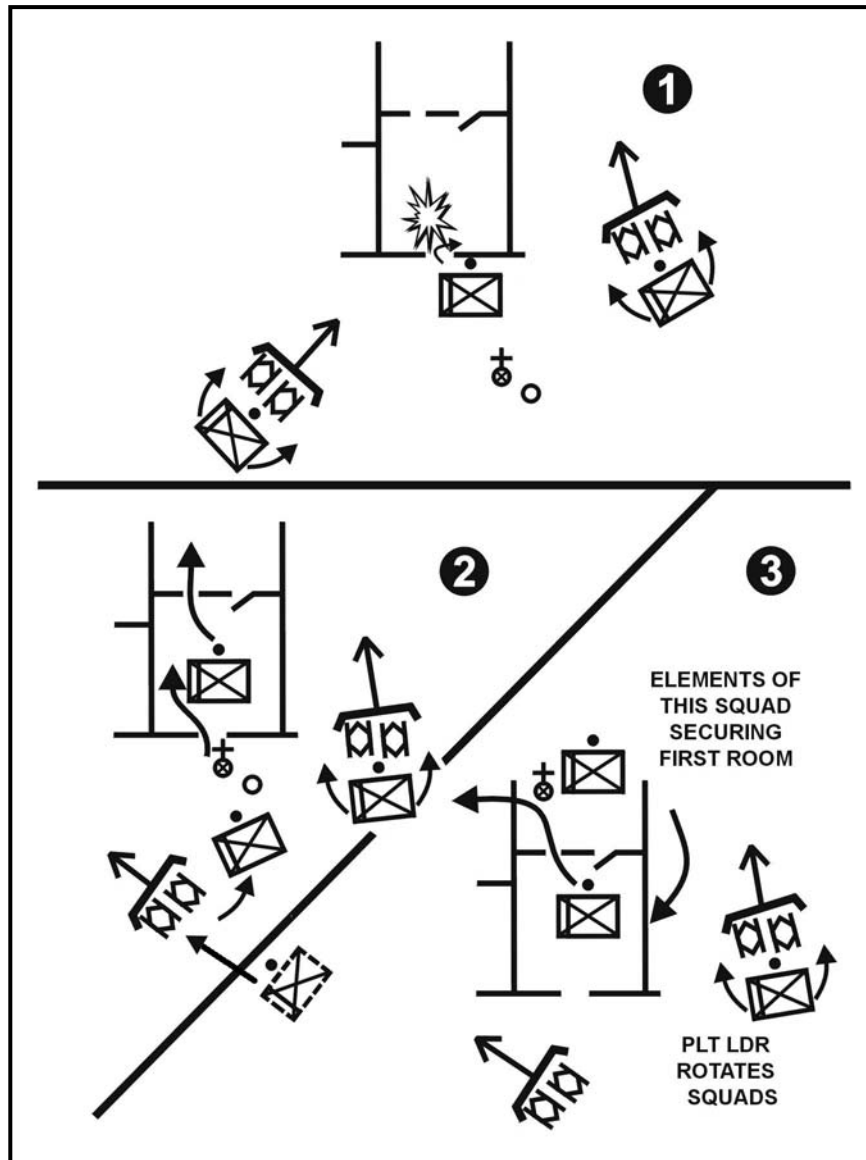


Figure E-9. Enter and clear a building (platoon).



**Figure E-10. Enter a building and clear a room (squad).**

1. The section or squad in physical contact reacts to contact.
2. The platoon places suppressive fires against the enemy.
  - a. The section or squad in physical contact establishes a base of fire. If mounted, the squad/fire teams dismount, establish local security, and add their suppressive fires against the enemy. If dismounted, the platoon leader, his RATELO, and squad leaders of squads not in physical contact move forward to link up with the squad leader of the squad in contact.
  - b. The platoon sergeant repositions the BFVs, if necessary, to provide additional observation and supporting fires against the enemy.
3. The platoon leader determines that he can maneuver by identifying—
  - The building and any obstacles.

- The size of the enemy force engaging the platoon.
  - An entry point. (Assaulting squad should enter the building at the highest level possible.)
  - A covered and concealed route to the entry point.
4. The base-of-fire element (the BFVs and the squad(s) in contact)—
    - Destroys or suppresses enemy weapons that are firing most effectively against the assaulting squad.
    - Obscures the enemy position with smoke (M203).
    - Sustains suppressive fires.
  5. The platoon leader designates the entry point of the building and directs one squad to enter the building and secure a foothold.
  6. The squad leader directs the fire team in contact to support the entry of the other fire team into the building.
  7. If necessary, the base-of-fire element repositions to isolate the building as well as continue suppressive fires. (Normally, the platoon has added its supporting fires against the enemy.)
  8. The squad leader designates the entry point of the building. The platoon and squad shift direct fires and continue to suppress the enemy in adjacent positions and to isolate the building. The platoon leader/sergeant shifts indirect fires away from the building.
  9. The squad leader and the assaulting fire team approach the building and position themselves at either side of the entrance. Soldiers should avoid entering buildings through doors and windows, because enemy weapons inside the building will likely cover these entry points.
  10. Allowing cook-off time (two seconds maximum), and shouting FRAG OUT, the lead soldier of the assaulting fire team prepares and throws a grenade into the building.

**NOTE:** Some construction of walls and floors will not provide sufficient protection from hand grenade fragmentation. In these instances, concussion grenades may be better suited.

11. After the explosion, the next soldier enters the building and positions himself to the right (left) of the entrance, against the wall, engages all identified or likely enemy positions with rapid, short bursts of automatic fire, and scans the room. The rest of the team provides immediate security outside the building.

a. The size and shape of the room may cause the soldier entering the room to move to the left or right. The first soldier in the room decides where the next man should position himself and gives the command NEXT MAN IN, LEFT (or RIGHT). The next man shouts COMING IN, LEFT (RIGHT), enters the building, positions himself to the left of the entrance, against the wall, and scans the room. Once in position, he shouts NEXT MAN IN (RIGHT or LEFT).

b. Depending on the enemy's situation, the size of the entry and the training of the squad, two soldiers can enter the room simultaneously after the grenade detonates. The soldier from the right side of the entry enters, fires from left to right, and moves to the right with his back to the wall. At the same time, the soldier on the left enters from the left, fires from right to left, and moves to the left with his back to the wall. One soldier

goes high, the other low, to prevent firing at one another. This method puts more firepower in the room more quickly, but is more difficult and requires more practice. When both soldiers are in position, the senior soldier gives the command NEXT MAN IN (RIGHT or LEFT).

12. The assaulting fire team leader shouts COMING IN (RIGHT or LEFT), enters the building initially moving left or right and against the wall, and positions himself where he can control the actions of his team. He does not block the entrance. He makes a quick assessment of the size and shape of the room, and begins to clear the room. He determines if the remaining man in his team is required to assist in clearing the room.

a. If the team leader decides to bring the last man in, he shouts NEXT MAN IN LEFT (or RIGHT). The last man in the fire team shouts COMING IN LEFT (or RIGHT), enters the building and begins to clear through the room.

b. If the team leader decides not to bring the last man in, he shouts NEXT MAN, STAND FAST. The last man remains outside the building and provides security from there. The team leader then directs the soldier on the right of the entrance to begin clearing. The team leader reports to the squad leader and then assumes the duties of the soldier on the right of the entrance to provide support.

13. Once the room is cleared, the team leader signals to the squad leader that the room is cleared.

14. The squad leader enters the building and marks the entry point in accordance with the unit SOP. The squad leader determines whether or not his squad can continue to clear rooms and still maintain suppressive fires outside the building (Normally, the platoons will suppress enemy in buildings with the BFVs). Platoons (as a minimum) clear a building.

15. The squad leader and assaulting fire team move to the entrance of the next room to be cleared and position themselves on either side of the entrance. The squad enters and clears all subsequent rooms by repeating the actions discussed in paragraphs 8 through 12.

16. The squad leader directs the team to continue and clear the next room. The squad leader rotates fire teams as necessary to keep the soldiers alert, to equitably distribute the dangerous duties, and to continue the momentum of the attack.

17. The squad leader follows the fire team that is clearing to ensure that cleared rooms are properly marked in accordance with the platoon SOP.

18. The squad leader assesses the situation to determine if he can continue clearing the building. He reports the situation to the platoon leader. The platoon follows the success of the entry into the building.

19. The squad consolidates its position in the building and then reorganizes as necessary, and continues the mission.

20. The platoon leader moves into the building with the trail fire team of the squad that entered the building and directs the squad to continue to clear the building or calls for one of the squads not in contact to move into the building and begin clearing rooms systematically. The platoon clears the building by repeating the actions discussed in paragraphs 8 through 12 until all rooms have been cleared.

21. The platoon leader rotates squads as necessary to keep his men fresh and to maintain the momentum of the action.

22. The base-of-fire element—

- Repositions, if necessary, to continue to isolate and suppress the building from the outside.
- Ensures that all friendly forces enter the building only through the designated entry point.

23. The platoon sergeant calls forward ammunition resupply and organizes teams to move it forward into the building.

24. The platoon leader reports to the company commander that his platoon has cleared the building or that he is no longer able to continue clearing.

### Battle Drill 5 ENTER/CLEAR A TRENCH (PLATOON)

**SITUATION:** The platoon is attacking as part of a larger force and identifies enemy in a trench line. The platoon deploys and establishes a base of fire. The platoon leader determines that he has sufficient combat power to maneuver and assault the trench line.

**REQUIRED ACTIONS** (Figure E-11, Figure E-12, and Figure E-13, page E-24):

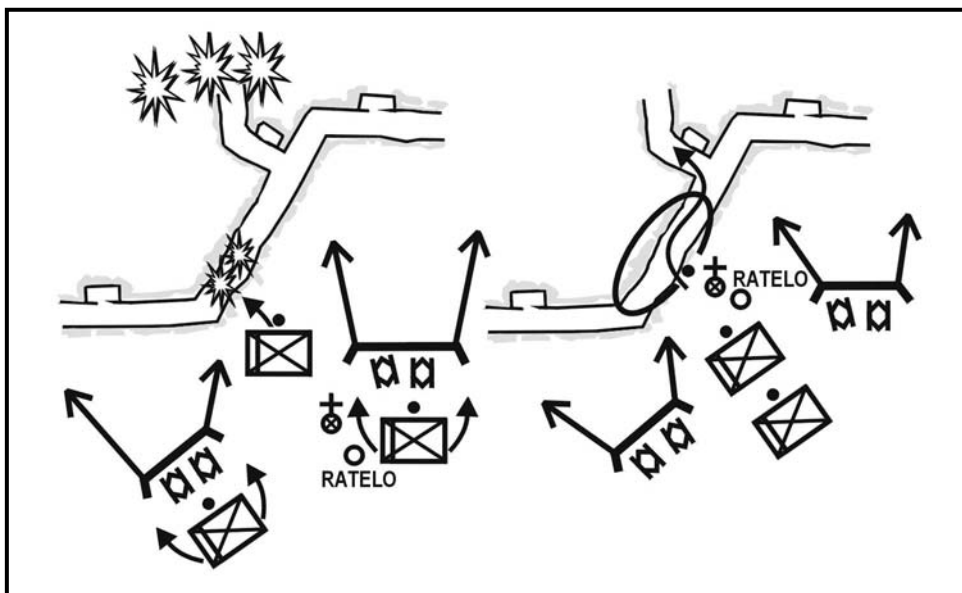


Figure E-11. Clear a trench line (platoon).

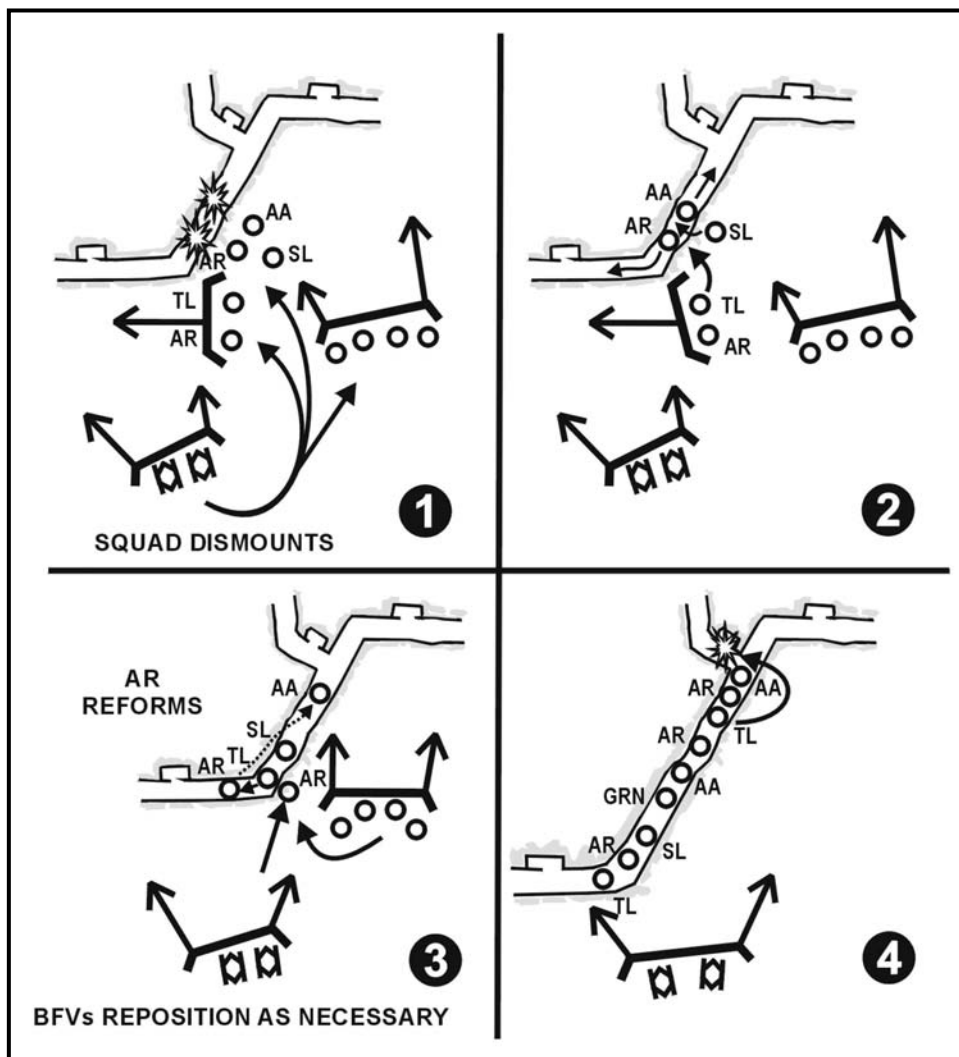
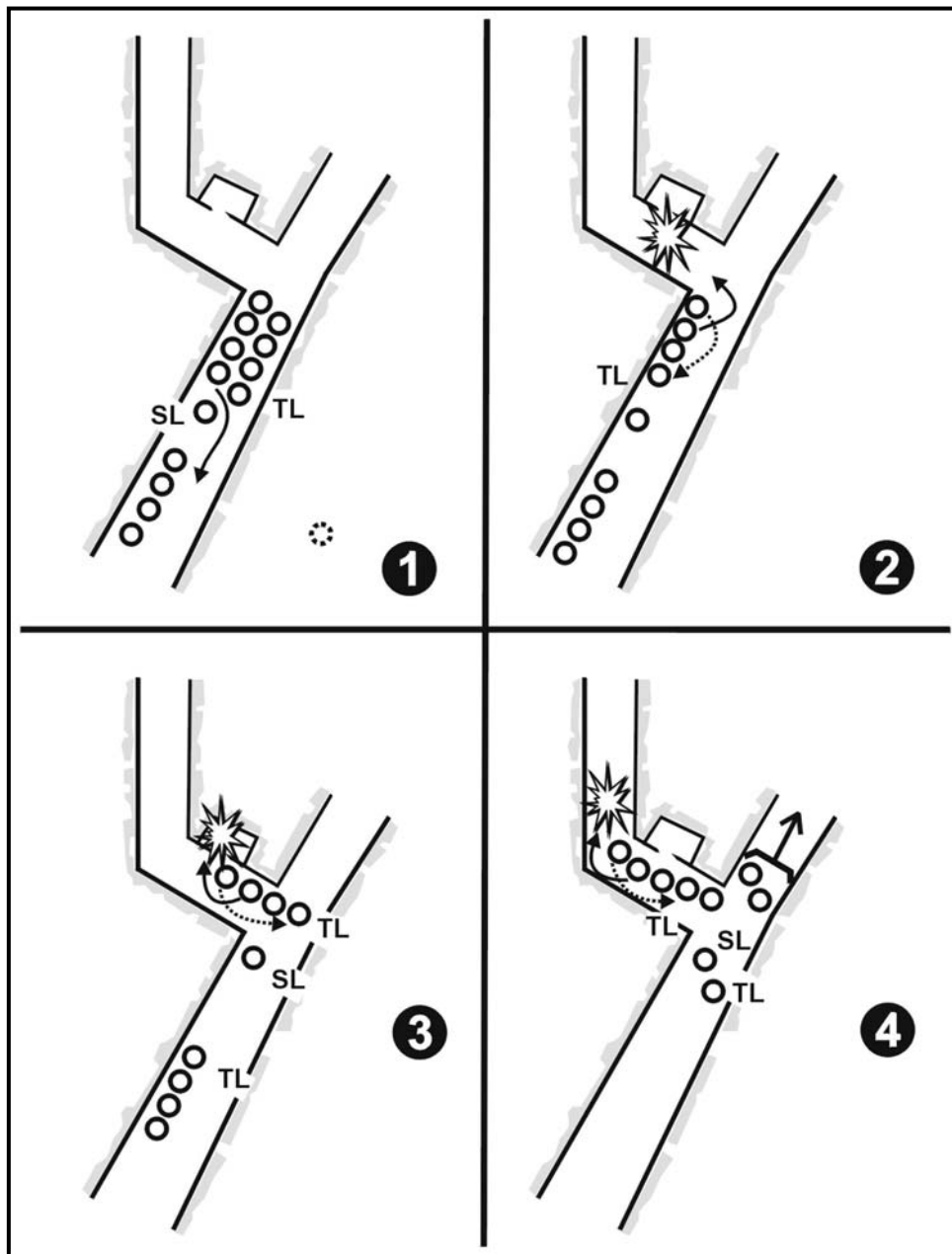


Figure E-12. Enter a trench line (squad).



**Figure E-13. Clear a trench line (squad).**

1. The platoon leader directs one squad to enter the trench and secure a foothold.
2. The platoon leader designates the entry point of the trench line and the direction of movement once the platoon begins clearing.
3. The platoon sergeant positions BFVs to isolate the entry point and to suppress enemy in the trench.
4. The assaulting squad executes actions to enter the trench and establish a foothold. The squad leader directs one fire team to assault and one fire team to support by fire.



initially, then follow and support the assaulting fire team. He designates the entry point of the trench line.

a. The squad leader and the assault fire team move to the last covered and concealed position short of the entry point.

(1) The squad leader marks the entry point.

(2) The base-of-fire element (BFVs and remaining squads) shifts direct fires away from the entry point and continues to suppress adjacent enemy positions or isolate the trench segment as required.

(3) The assault fire team leader and the automatic rifleman remain in a position short of the trench to add suppressive fires for the initial entry.

(4) The squad leader takes the two remaining soldiers of the assault fire team (automatic rifleman and rifleman/antiarmor specialist) and continues toward the entry point. They move in rushes or by high/low crawling.

(5) The squad leader positions himself where he can best control his fire teams.

b. The first two soldiers (rifleman/antiarmor specialists and automatic rifleman) of the assaulting fire team move to the edge of the trench; parallel to the trench, and on their backs and feet to feet; on the squad leader's command, cook-off grenades (two seconds maximum), shout FRAG OUT, and throw the grenades into the trench.

(1) After ensuring that both grenades detonate, the soldiers roll into the trench, landing on their feet, and back-to-back. They fire their weapons down the trench in opposite directions. Immediately, both soldiers move in opposite directions down the trench, continuing to fire three-round bursts. Each soldier continues until he reaches the first corner or intersection. Both soldiers halt and take up positions to block any enemy movement toward the entry point.

(2) At the same time, the squad leader rolls into the trench and secures the entry point.

(3) Upon detonation of the grenades, the assaulting fire team leader and the automatic rifleman immediately move to the entry point and enter the trench. The squad leader directs them to one of the secured corners or intersections to relieve the rifleman/antiarmor specialist or automatic rifleman who then rejoins his buddy team at the opposite end of the foothold.

c. The squad leader remains at the entry point and marks it.

d. The squad leader reports to the platoon leader that he has entered the trench and secured a foothold. The platoon follows the success of the seizure of the foothold with the remainder of the rifle squads as part of the platoon actions to clear a trench line.

e. The squad reorganizes as necessary. Leaders redistribute ammunition.

5. The platoon leader directs a squad that is not in contact to move into the trench and begin clearing it in the direction of movement from the foothold.

6. The base-of-fire element repositions as necessary to continue suppressive fires.

7. The platoon leader moves into the trench with the new assaulting squad.

8. The assaulting squad passes the squad that has secured the foothold and executes actions to take the lead and clear the trench.

a. The squad leader designates a lead fire team and a trail fire team.

b. The lead fire team and the squad leader move to the forward-most secure corner or intersection. The squad leader tells the fire team securing that corner or intersection that his squad is ready to continue clearing the trench. The trail fire team follows

maintaining visual contact with the last soldier of the lead team. Fire teams should maintain a sufficient interval to prevent them from being engaged by the same enemy weapon system.

**NOTE:** Throughout this technique, the team leader positions himself at the rear of the fire team to have direct control (physically, if necessary) of his soldiers. Other soldiers in the fire team rotate the lead. Soldiers rotate the lead to change magazines and prepare grenades. Rotating the lead provides constant suppressive fires down the trench and maintains the momentum of the attack as the squad clears the trench.

c. The lead fire team passes the element securing the foothold.

(1) The lead soldier of the fire team moves abreast of the soldier securing the corner or intersection, taps him, and announces **TAKING THE LEAD**.

(2) The soldier securing the corner or intersection acknowledges that he is handing over the lead by shouting **OKAY**. He allows the fire team to pass him.

d. The lead fire team starts clearing in the direction of movement. They arrive at a corner or intersection.

(1) Allowing for cook-off (two seconds maximum) and shouting **FRAG OUT**, the second soldier prepares and throws a grenade around the corner.

(2) Upon detonation of the grenade, the lead soldier moves around the corner firing three-round bursts and advancing as he fires. The entire fire team follows him to the next corner or intersection.

e. The squad leader—

(1) Follows immediately behind the lead fire team.

(2) Ensures that the trailing fire team moves up and is ready to pass the lead at his direction.

(3) Rotates fire teams as necessary to keep his soldiers alert and to maintain the momentum of the attack.

(4) Requests indirect fires, if necessary, through the platoon leader. (The squad leader also directs the employment of the M203 to provide immediate suppression against enemy positions along the trench line.)

f. At each corner or intersection, the lead fire team performs the same actions described in paragraph d.

g. If the lead soldier finds that he is nearly out of ammunition before reaching a corner or intersection, he announces **AMMO**.

(1) Immediately, the lead soldier stops and moves against one side of the trench, ready to let the rest of the fire team pass. He continues to aim his weapon down the trench in the direction of movement.

(2) The next soldier ensures that he has a full magazine, moves up abreast of the lead soldier, taps him and announces **TAKING THE LEAD**.

(3) The lead soldier acknowledges that he is handing over the lead by shouting **OKAY**, positions rotate, and the squad continues forward.

h. The trailing fire team secures intersections and marks the route within the trench as the squad moves forward. The trailing fire team leader ensures that follow-on squads relieve his buddy teams as security to maintain combat power.

i. The squad leader reports the progress of the clearing operation. (The base-of-fire element must be able to identify the location of the lead fire team in the trench at all times.)

9. The platoon leader rotates squads to keep soldiers alert and to maintain the momentum of the assault.

10. The platoon sergeant calls forward ammunition resupply and organizes teams to move it forward into the trench.

11. The base-of-fire element ensures that all friendly forces move into the trench **ONLY** through the designated entry point. (All movement must be made in the trench to avoid fratricide.)

12. The platoon leader reports to the company commander that the trench line is secured, or that he is no longer able to continue clearing.

### Battle Drill 6 KNOCK OUT BUNKERS (PLATOON)

**SITUATION:** The platoon receives fire from enemy in bunkers while moving (mounted or dismounted) as a part of a larger force and dismounted element is required to clear the bunkers.

**REQUIRED ACTIONS** (Figures E-14 and E-15):

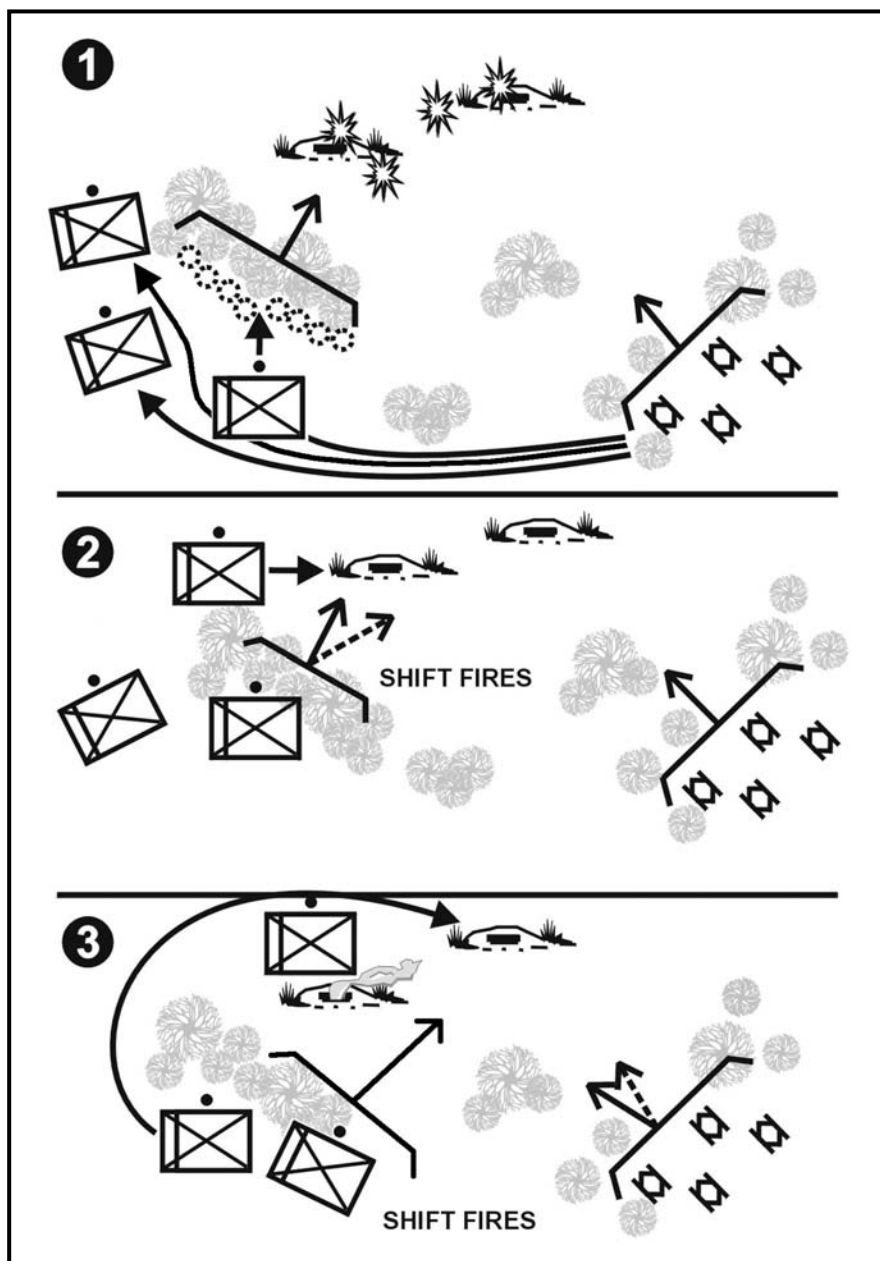
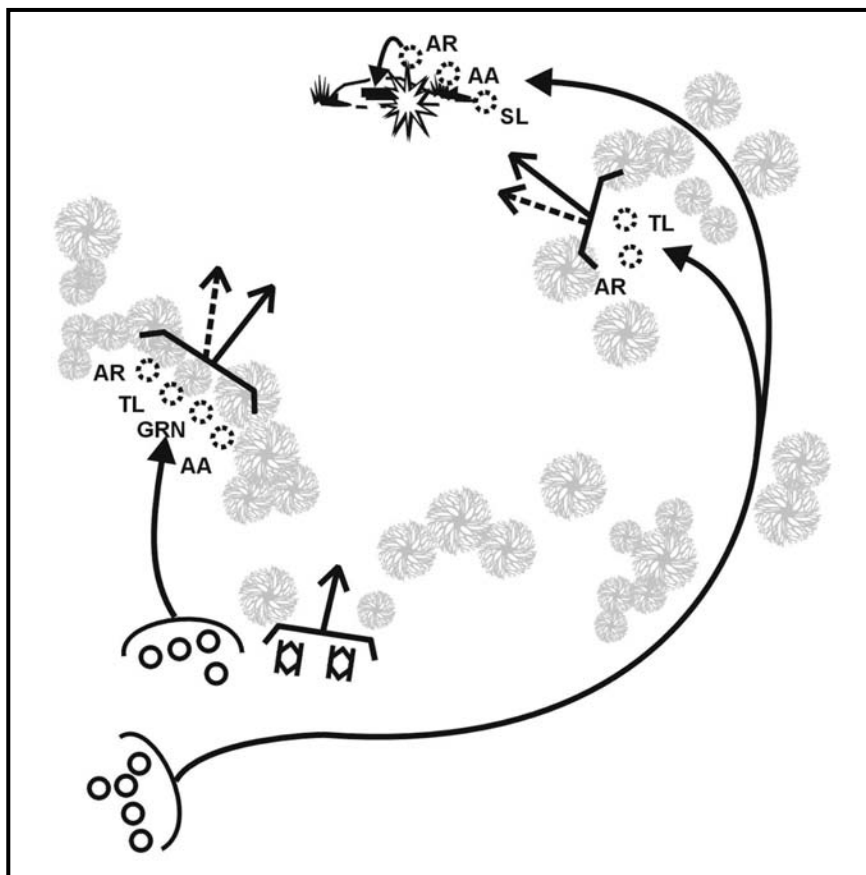


Figure E-14. Knock out bunkers (platoon).



**Figure E-15. Knock out bunkers (squad).**

1. The section or squad in contact reacts to contact.
2. The platoon places suppressive fires on the enemy.
  - a. The section or squad in contact establishes a base of fire.
  - b. If mounted, the squad/fire teams dismount, establishes local security, and adds its suppressive fires against the enemy. The platoon leader and his RATELO dismount and if not the lead section, move forward with the other squad leaders and link up with the squad leader of the squad in contact. If dismounted, the platoon leader, his RATELO, and the squad leaders of the squads not in contact move forward to link up with the squad leader of the squad in contact.
  - c. The platoon sergeant repositions the BFVs, if necessary, to provide additional observation and base of fire.
  - d. The base-of-fire element (the BFVs and the squad(s) in contact)—
    - Destroys or suppresses enemy crew-served weapons first.
    - Obscures the enemy position with smoke (M203).
    - Sustains suppressive fires.
  - e. The platoon leader/sergeant calls for and adjusts indirect fires.
3. The platoon leader determines that he can maneuver by identifying—
  - The enemy bunkers, other supporting positions, and any obstacles.

- The size of the enemy force engaging the platoon. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
  - An assailable flank of at least one bunker.
  - A covered and concealed flanking route to the flank of the bunker.
4. The platoon leader determines which bunker is to be assaulted first and directs a squad not in contact to knock it out.
    - a. The platoon leader/sergeant shifts indirect fires to isolate enemy positions.
    - b. On the platoon leader's signal, the base-of-fire element shifts fires to the opposite side of the bunker from which the squad is assaulting.
  5. The assaulting squad, with the platoon leader and his RATELO, move along the covered and concealed route and take action to knock out the bunker.
    - a. The squad leader moves with the assaulting fire team along the covered and concealed route to the flank of the bunker.
      - (1) The assaulting fire team approaches the bunker from its blind side and does not mask the fires of the base-of-fire element.
      - (2) Soldiers constantly watch for other bunkers or enemy positions in support of it.
    - b. Upon reaching the last covered and concealed position--
      - (1) The fire team leader and the automatic rifleman remain in place and add their fires to suppressing the bunker (includes the use of AT4s).
      - (2) The squad leader positions himself, where he can best control his teams. On the squad leader's signal, the base-of-fire element shifts fires to the opposite side of the bunker from the assaulting fire team's approach.
      - (3) The squad leader continues forward with the automatic rifleman and rifleman/antiarmor specialist to the blind side of the bunker. One soldier takes up a covered position near the exit, while one soldier cooks off (two seconds maximum) a grenade, shouts FRAG OUT, and throws it through an aperture.
      - (4) After the grenade detonates, the soldier covering the exit enters the bunker, firing short bursts, to destroy the enemy. The soldier who throws the grenade should not be the first one to clear the bunker.
    - c. The squad leader inspects the bunker to ensure that it has been destroyed. He reports, reorganizes as needed, and continues the mission. The platoon follows the success of the attack against the bunker and continues the attack of other bunkers (if present).
  6. The platoon leader repositions the base-of-fire element as necessary to continue to isolate and suppress the remaining bunkers and to maintain suppressive fires.
  7. The platoon leader either designates one of the remaining squads not in contact to move up and knock out the next bunker; or, he directs the assaulting squad to continue and knock out the next bunker. The platoon leader considers the condition of his assaulting squad and the situation, and rotates squads as necessary.
  8. The assaulting squad takes action to knock out the next bunker (see paragraph 5).
  9. The platoon leader reports, reorganizes as necessary, and continues the mission. The company follows up the success of the platoon attack and continues to assault enemy positions.

### Battle Drill 7 CONDUCT INITIAL BREACH OF A MINED WIRE OBSTACLE (PLATOON)

**SITUATION:** The platoon is operating as part of a larger force (mounted or dismounted). The lead section or squad identifies a wire obstacle, reinforced with mines that cannot be bypassed. The enemy begins to engage the platoon from positions on the far side of the obstacle.

**REQUIRED ACTIONS** (Figure E-16 and Figure E-17, page E-32):

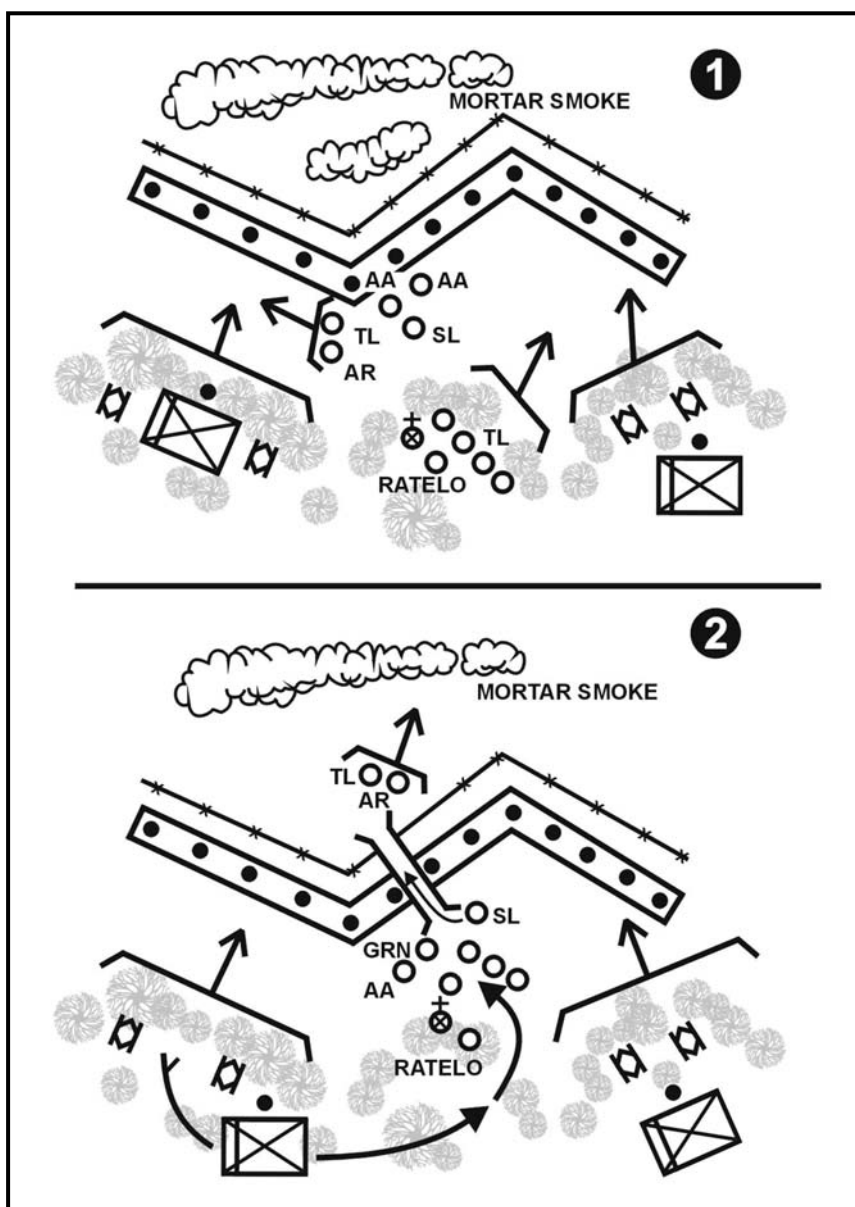
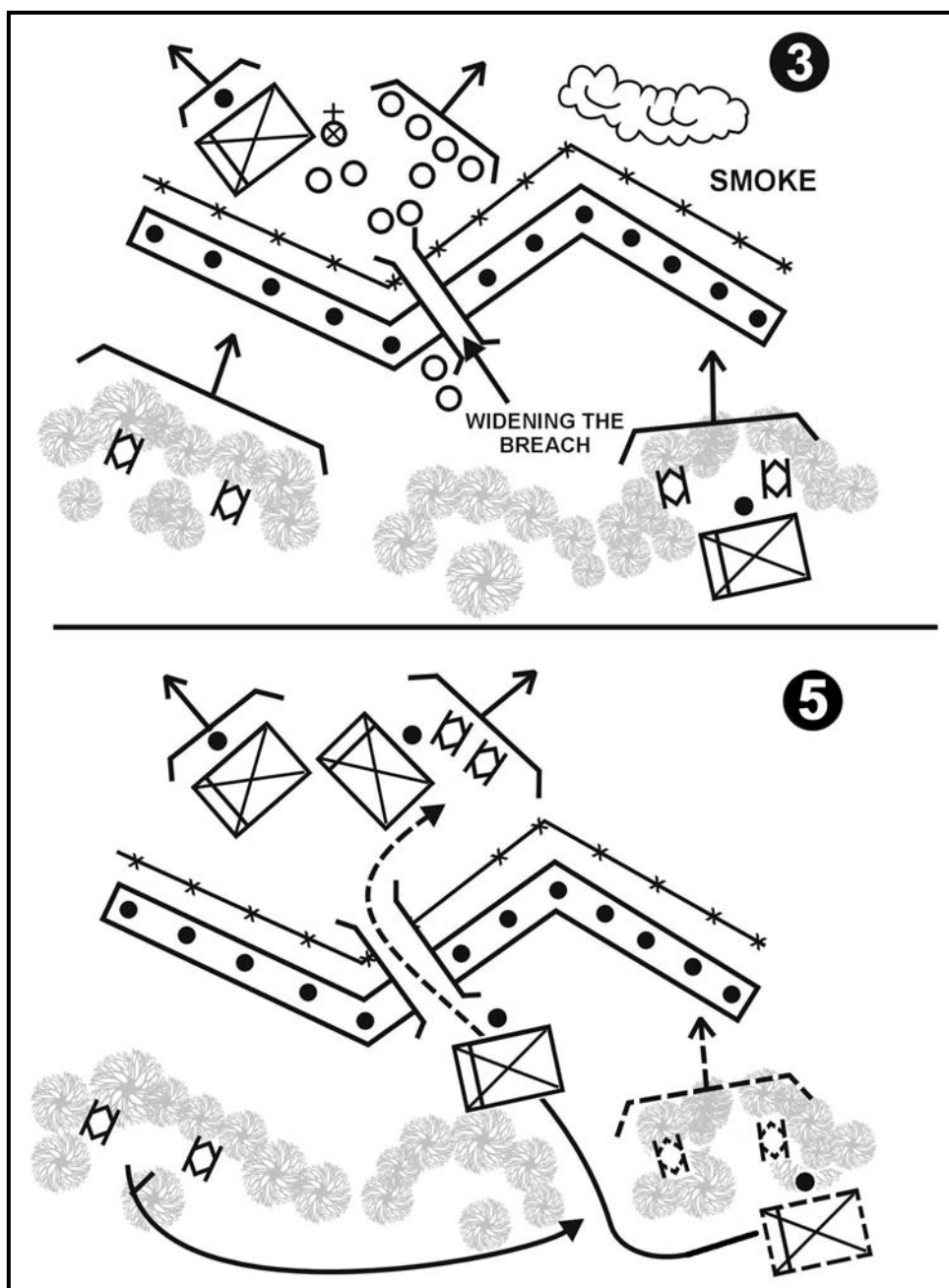


Figure E-16. Conduct initial breach of a mined wire obstacle (platoon).



**Figure E-17. Conduct initial breach of a mined wire obstacle (platoon) (continued).**

1. The section/squad in contact reacts to contact.
2. The platoon places suppressive fires on the enemy. The section/squad in contact establishes a base-of-fire position. The platoon leader, his RATELO, and the squad leaders of the squads not in contact move forward to link up with the squad leader of the squad in contact.



3. The platoon sergeant repositions the BFVs, if necessary, to provide additional observation and supporting fires.
4. The platoon leader determines that he can maneuver by identifying—
  - The location, size, composition, and orientation of the obstacle
  - The enemy positions covering it by fire.
  - The size of the enemy force engaging the section or squad. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
  - A breach point.
  - A covered and concealed route to the breach point.
5. The platoon leader designates the base-of-fire squad, the breach squad and the assault squad. He directs the BFVs and the base-of-fire squad to support the movement of the other squads to the breach point and assault position. He indicates the enemy positions to be suppressed, and the route that the rest of the platoon will take to the breach point. He also gives instructions for lifting and shifting fires.
6. On the platoon leader's signal, the base-of-fire element—
  - Destroys or suppresses enemy crew-served weapons.
  - Obscures the enemy position with smoke (M203).
  - Sustains suppressive fires at the lowest level possible.
7. The platoon leader then directs the squad leader to the designated breach point. The squad leader leads the breach squad along the covered and concealed route to the breach point.
8. The platoon leader/sergeant calls for and adjusts indirect fires.
9. The breach squad executes actions to breach the obstacle (footpath).
  - a. The squad leader directs one fire team to support the movement of the other fire team to the breach point.
  - b. The squad leader identifies the breach point.
  - c. The base-of-fire element continues to provide suppressive fires and isolates the breach point.
  - d. The breaching fire team, with the squad leader, moves to the breach point using the covered and concealed route.
    - (1) The squad leader and breaching fire team leader employ smoke grenades to obscure the breach point. The platoon base-of-fire element shifts direct fires away from the breach point and continues to suppress key enemy positions that can affect the breach site. The platoon leader/sergeant shifts indirect fires beyond the obstacle, keeping obscuration between the obstacle and the enemy force.
    - (2) The breaching fire team leader positions himself and the automatic rifleman on one flank of the breach point to provide close-in security.
    - (3) Under the direction of the squad leader, the rifleman/antiarmor specialist and automatic rifleman of the breaching fire team probe for mines, and cut the wire obstacle, marking their path as they proceed.
    - (4) Once the obstacle has been breached, the breaching fire team leader and the automatic rifleman move to the far side of the obstacle and take up covered and concealed positions. They signal to the squad leader when they are in position and ready to support.

e. The squad leader signals the base-of-fire team leader to move his fire team up and through the breach. He then moves through the obstacle and joins the breaching fire team leader and the automatic rifleman, leaving the rifleman/antiarmor specialist and automatic rifleman on the near side of the breach to guide the rest of the squad (and platoon) through.

f. Using the same covered and concealed route as the breaching fire team, the base-of-fire team moves through the breach and takes up covered and concealed positions on the far side.

10. The breach squad leader reports the situation to the platoon leader and places guides at the breach point.

11. The platoon leader then leads the assault squad along the covered and concealed route through the breach in the obstacle and positions it on the far side to support the movement of the remainder of the platoon or assaults the enemy position covering the obstacle.

12. The breaching squad reduces the obstacle to allow the BFVs to pass through.

13. The platoon leader reports the situation to the company commander and directs his breaching and base-of-fire squads to move through the obstacle. The platoon leader leaves the guides to lead the company through the breach point.

14. The platoon sergeant brings the BFVs forward, through the breach on the platoon leader's command.

15. The platoon leader reports, reorganizes as necessary, and continues the mission.

## **Section II. CREW DRILLS**

A crew drill is a collective action that the crew of a weapon or piece of equipment must perform to successfully use the weapon or equipment in combat or to preserve life. This action is a trained response to a given stimulus such as a simple leader's order or the status of the weapon or equipment. It requires minimal leader orders to accomplish and is standard throughout the Army.

## **Crew Drill 1**

### **BAIL OUT (CREW/FIRE TEAM)**

**SITUATION:** The BFV, with a fire team mounted, has received hostile fire requiring the crew and fire team to evacuate the vehicle.

#### **REQUIRED ACTIONS:**

1. Bailout procedures for the BFV crew.

- a. **Bradley Commander:**

- (1) Alerts soldiers by the intercommunications system or by voice command if the intercom system does not work. Commands BAIL OUT.

**NOTE:** As soldiers bail out they should use the BFV for cover from enemy direct fires.

- (2) Turns the turret power switch to OFF.

- (3) Evacuates the vehicle through the BC's hatch.

- b. **Gunner:** Evacuates the vehicle through the hatch.

- c. **Driver:**

- (1) Stops the vehicle.

- (2) Shuts down the vehicle by pulling out the fuel control handle.

- (3) Lowers the ramp.

- (4) Disconnects the CVC helmet and unfastens the seat belt.

- (5) Secures his weapon.

- (6) Turns the master-power switch to OFF.

- (7) Evacuates the vehicle through the driver's hatch, if possible. If the driver cannot evacuate through the driver's hatch, he exits through the ramp door.

2. Bailout procedures for the troop compartment and fire team members.

- a. **Squad Leader or Fire Team Leader:**

- (1) Announces BAIL OUT.

- (2) Pulls the quick disconnect to release the CVC helmet or headsets.

- (3) Disconnects the seat belt.

- (4) Secures his weapon.

- (5) Evacuates the vehicle through the ramp or ramp door.

- b. **Fire Team Members:**

- (1) Disconnect the seat belts.

- (2) Pulls the quick disconnect to release the CVC helmet or headsets (M2A3 only).

- (3) Secure their weapons.

- (4) Evacuate the vehicle through the ramp door or the cargo hatch. The fire team member in the No. 4 seat attempts to evacuate through the driver's hatch.

3. Senior man accounts for soldiers and equipment.

## Crew Drill 2

### EVACUATE INJURED PERSONNEL FROM A BFV

**SITUATION:** A crewmember or fire team member has been injured.

**REQUIRED ACTIONS:**

*Evacuate BC or Gunner - Hatch*

Evacuate the gunner through the hatch. (If BC is the casualty, the gunner will perform the same actions.)

1. **Bradley Commander:** Commands EVACUATE THE GUNNER.
2. **Driver:** Moves to the nearest covered position and halts the vehicle.
3. **Bradley Commander:**
  - a. Attempts to rotate the turret to the 6400-mil position.
  - b. Engages the turret travel lock.
  - c. Sets the turret drive system switch to OFF.
4. **Fire Team Members in the No. 7 and No. 9 Positions:** Exit the vehicle through the ramp access door, the ramp, or if necessary the cargo hatch, and move to the outside of the turret to assist in removing the injured gunner or BC.
5. **Bradley Commander:** Places the gunner in position for removal from the vehicle. Adjusts the seat to the raised position, being careful not to cause further injury. Unfastens the seat belt.
6. **Fire Team Members:**
  - a. Place a pistol belt (or similar device) around the gunner's chest and slowly pull the gunner out. Move the gunner to the front edge of the vehicle. If the gunner and BC are wearing CVC suits, grasp the straps on the back of the suit and pull the gunner or BC out of the vehicle.
  - b. Lower the gunner or BC from the vehicle to the two fire team members on the ground.
  - c. Place the gunner or BC on the ground and administer first aid.

*Evacuate BC or Gunner – Turret Shield Door*

If the gunner cannot be evacuated through the hatches, evacuate through the turret shield door. (If BC is the casualty, the gunner will perform the same actions.)

7. **Gunner:** Commands EVACUATE THE BC.
8. **Driver:** Moves to the nearest covered position and halts the vehicle.
9. **Gunner:**
  - a. Rotates the turret to the 6400-mil position.
  - b. Engages the turret travel lock.
  - c. Sets the turret drive system switch to OFF.
  - d. Places the BC in position for removal from the vehicle, without causing further injury.
10. **Fire Team Member in the No. 5 position:**
  - a. Opens the turret shield door, grasps the BC under the armpits, and pulls him out of the turret.
  - b. Carries the BC to a flat surface and administers first aid.

***Evacuate Driver***

**11. Bradley Commander:** Commands EVACUATE THE DRIVER.

**NOTE:** If the driver is unable to halt the vehicle, a fire team member must move forward, behind the driver's seat, and pull the fuel shutoff handle to stop the engine.

**12. Gunner:**

- a. Ensures the turret exposes the driver's hatch.
- b. Engages the turret travel lock.
- c. Sets the turret drive system switch to the OFF position.

**13. Bradley Commander:**

- a. Exits the vehicle.
- b. Releases the trim vane (M2A1 only).

**NOTE:** The M2A2/A2-ODS/A3 BFV does not have a trim vane attached to the vehicle's front slope. The BC must determine the urgency to evacuate the driver and treat the driver's wounds before deciding to install the work platform.

**14. Fire Team Members:**

- a. Move forward behind the driver and lowers the backrest of the driver's seat, using the backrest release handle on the right side just beneath the backrest, lowers the driver's seat backrest.
- b. Assist the BC in removing the driver from the vehicle.

**15. Bradley Commander:**

- a. Opens the driver's hatch.
  - (1) If the driver's hatch is damaged and will not open, the fire team member pulls the driver back into the troop compartment.
  - (2) The BC's duties can be performed by the gunner.
- b. Disconnects the CVC helmet and the safety belt.
- c. Crosses the driver's arms over his chest. (If this is not possible, wraps a belt around the driver's chest to raise him.)
- d. Pulls the driver out of the vehicle and hands him to the fire team members on the ground.

**16. Fire Team Members:**

- a. Assist the BC in pulling the driver from the vehicle.
- b. Two fire team members dismount to the left front of the vehicle to assist by taking the driver from the BC. They lay him on the ground and administer first aid.
- c. One fire team member remains in the vehicle and assists in the removal of the driver by untangling his legs as necessary.

*Evacuate Fire Team Member*

17. **Squad/Fire Team Leader:** Informs the BC that a fire team member is injured.
18. **Bradley Commander:** Commands EVACUATE FIRE TEAM MEMBER.
19. **Driver:** Moves to the nearest covered position, halts the vehicle, and lowers the ramp.

**NOTE:** Depending on which fire team member is injured, the fire team leader designates which member will assist in evacuating the casualty. If the squad leader or fire team leader is injured, then the next senior man takes charge.

20. **Squad/Fire Team Members:** Two fire team members remove the injured member, lay him on the ground, and perform first aid, as needed.

### Crew Drill 3 EXTINGUISH A FIRE (CREW)

**SITUATION:** Upon automatic or manual discharge of the fire suppression system. The BFV crew and fire team are mounted. The BC alerts personnel of a fire.

**REQUIRED ACTIONS:**

1. Extinguish a fire in the engine compartment.

- a. **Bradley Commander:**

- (1) Alerts the soldiers of an engine compartment fire by the intercommunications system or by voice command if the intercommunications system does not work. Commands FIRE, ENGINE COMPARTMENT. Rotates the turret to 6400 mils to ensure the cargo hatch can fully open. If the ramp or ramp access door fails to open, the cargo hatch is the only route of escaped for those in the troop compartment.

- (2) Turns the turret power switch to OFF.

- b. **Driver:**

- (1) Stops the vehicle.
    - (2) Shuts down the engine by pulling out the fuel control handle.
    - (3) Discharges the Halon bottle by rotating the release valve inside the driver's compartment if it has not been automatically discharged.
    - (4) Lowers the ramp (TM 9-2350-252-10-1 or TM 9-2350-284-10-1).
    - (5) Turns the master power switch to OFF.
    - (6) Disconnects the CVC helmet and unfastens the seat belt.
    - (7) Secures his weapon.
    - (8) Evacuates the vehicle through the driver's hatch, if possible. If the driver is unable to evacuate through the driver's hatch, he exits through the ramp.

- c. **Fire Team Members:**

- (1) Disconnect the seat belts.
    - (2) Squad leader or fire team leader pulls the quick disconnect to release the CVC helmets or headsets. Fire team members, also (M2A3 only)
    - (3) Secure their weapons.
    - (4) The fire team members in the No. 4, 5 and 8 positions secure the rear portable fire extinguishers.

- (5) Evacuates the vehicle through the ramp.

- d. **Bradley Commander:** Evacuates the vehicle through the BC's hatch.

- e. **Gunner:** Evacuates the vehicle through the gunner's hatch.

**NOTE:** If the fire is not extinguished, use the portable fire extinguishers.

2. Extinguish a fire in the troop compartment.

- a. **Squad Leader or Fire Team Leader:** Alerts the BC of a troop compartment fire by intercommunications system or by voice command if the intercommunications system does not work. Announces FIRE, TROOP COMPARTMENT.

- b. **Bradley Commander:** Turns the turret power to OFF, and evacuates the vehicle through the BC's hatch.



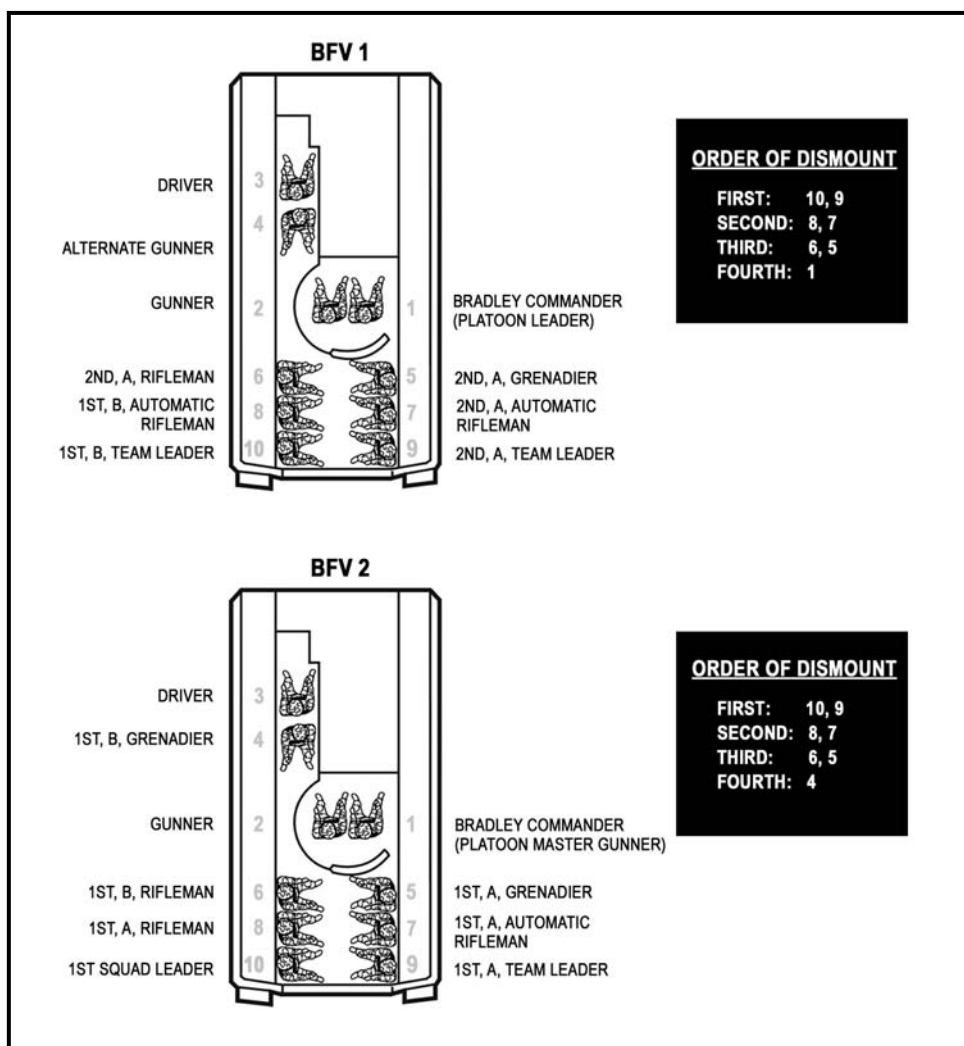
- c. **Gunner:** Evacuates the vehicle through the gunner's hatch.
- d. **Driver:**
  - (1) Stops the engine.
  - (2) Shuts down the vehicle and pulls out the fuel control handle.
  - (3) Lowers the ramp.
  - (4) Turns the master power switch to OFF.
  - (5) Pulls the quick disconnect to release the CVC helmet and seat belt.
  - (6) Unfastens his seat belt.
  - (7) Secures his weapon.
  - (8) Evacuates the vehicle through the driver's hatch.
- e. **Fire Team Members:**
  - (1) Unfasten the seat belts.
  - (2) The squad or fire team leader pulls the quick disconnect to release the CVC helmets and headsets. Fire team members, also (M2A3 only)
  - (3) Secures their weapons.
  - (4) The fire team members in the No. 4, 5 and 8 seats secure the portable fire extinguishers.
  - (5) Evacuate the vehicle through the ramp.
  - (6) The fire team member in the No. 9 seat pulls the handle to activate the troop-area fire extinguishers from the outside.

**NOTE:** If the fire is not extinguished, use the portable fire extinguishers.

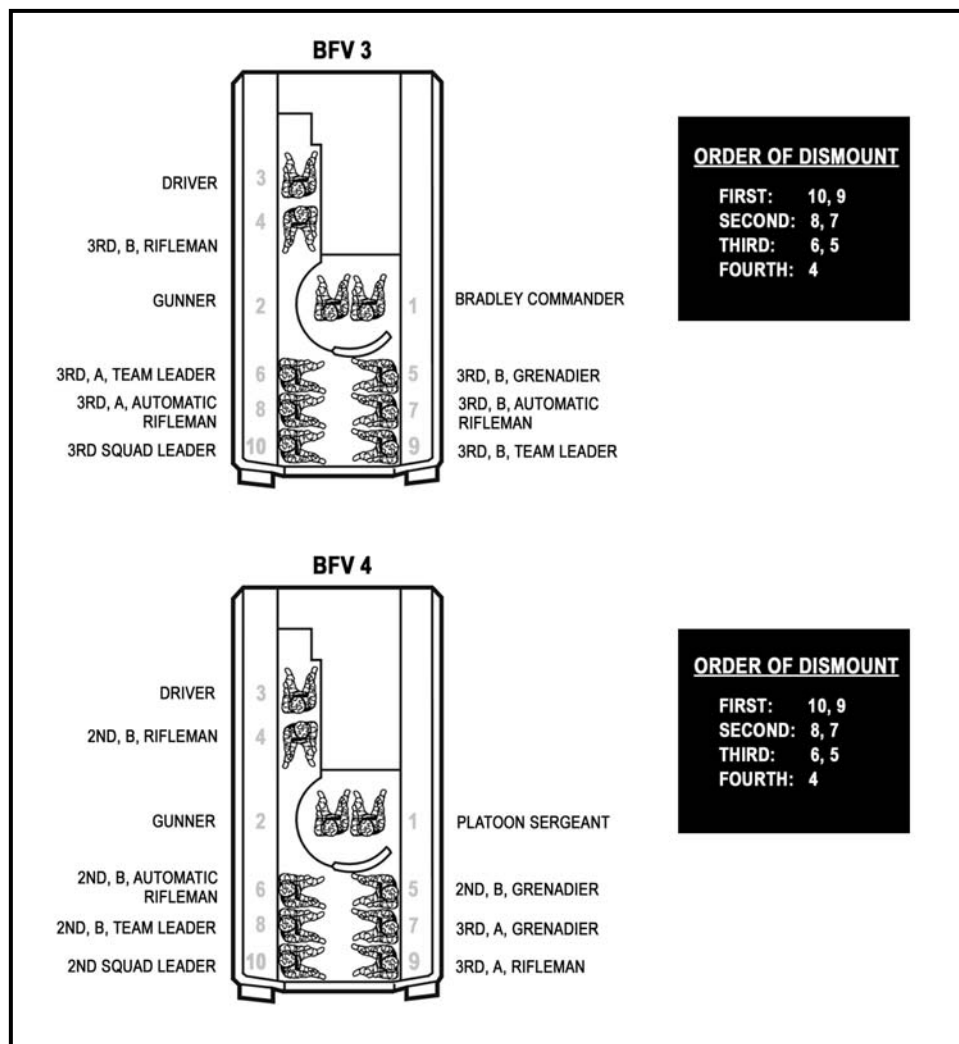
## Crew Drill 4 DISMOUNT THE VEHICLE (PLATOON/SQUAD)

**SITUATION:** The platoon/squad is mounted and must dismount. The platoon leader orders the platoon/section to prepare to dismount.

**REQUIRED ACTIONS** (Figure E-18):



**Figure E-18. BFV order of dismount.**



**Figure E-18. BFV order of dismount (continued).**

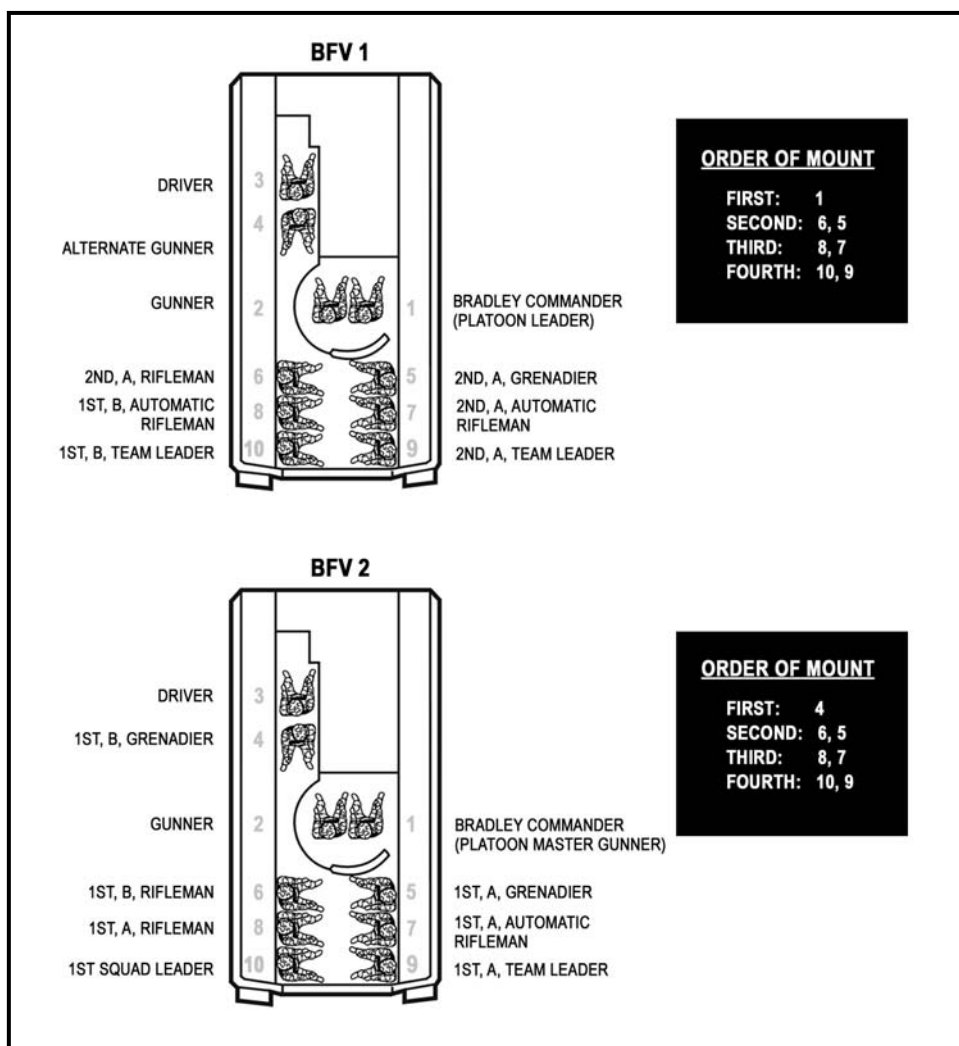
1. The platoon leader selects the dismount point.
2. The platoon leader orders personnel to dismount.
  - a. Gives the warning PREPARE TO DISMOUNT.
  - b. Designates dismounted platoon's weapons composition; for example, "No Javelins", "Heavy on AT4s", or "All M240B".
  - c. Gives dismount instructions for each BFV; for example, "Right" (left), distance "Fifty meters," and any identifying terrain feature "Backside of hill." The BC may also give dismount instructions to the fire team aboard. The BC can identify the location to the squad/team leader through the squad leader's display (SLD). (M2A3 only)
3. Squad/fire team leader(s) monitors commands. He then alerts the soldiers in the troop compartment.
4. The drivers move the vehicles to the designated dismount point and orient the front of the vehicle toward the enemy.
5. The gunners orient the turret to provide overwatching support and supporting fire, if necessary.

6. The platoon leader gives the command DISMOUNT.
7. Fire team members take the M231 firing port weapons out of the ramp and secure them in the vehicle, if employed.
8. The drivers stop the vehicle and lowers the ramp or the BC orders the ramp access door opened.
9. The fire team members dismount in the specified order and then move to covered and concealed positions. The fire team then links up with the squads and continues with the rest of the mission. The squad leader establishes contact with the platoon leader.
10. The mounted element occupies covered positions and overwatches the dismounted element with the appropriate weapon.
11. Platoon/squad leader reports to higher headquarters.
12. All squad members search for enemy positions and respond to orders.
13. Squad and fire team leaders position or reposition squad members (if needed).
14. The platoon sergeant or section leader repositions the BFVs, as necessary.

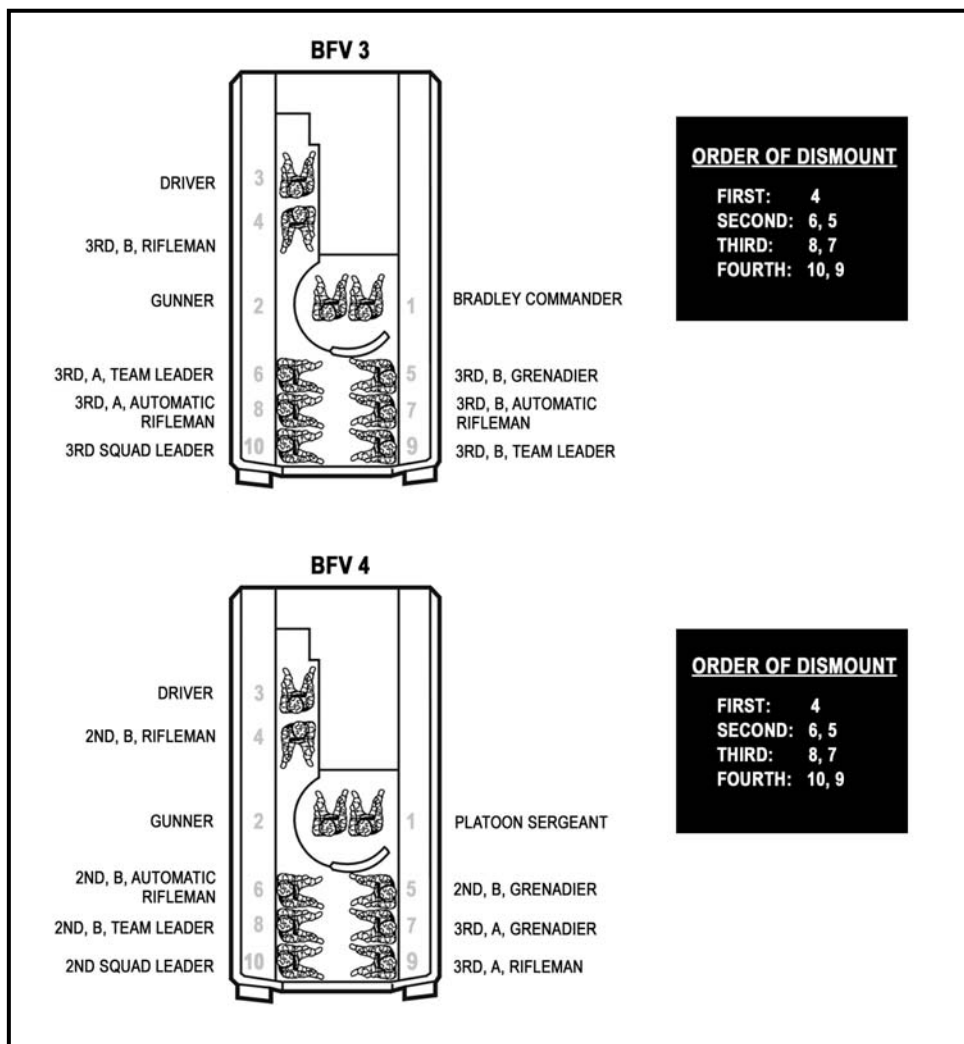
## Crew Drill 5 MOUNT THE VEHICLE (PLATOON/SECTION)

**SITUATION:** The squads are dismounted and must remount the vehicle. The platoon/squad leader orders the platoon to mount their vehicles.

**REQUIRED ACTIONS** (Figure E-19):



**Figure E-19. BFV order of mount.**



**Figure E-19. BFV order of mount (continued).**

1. The platoon/squad leader(s) gives the order PREPARE TO MOUNT or the appropriate signal to the squads to mount their BFVs, and designates a mount/remount point.
2. Both elements (mounted and dismounted) move to the mount/remount point using covered and concealed routes.
3. The crew, using the appropriate weapons, overwatches primary enemy avenues of approach and provides supporting fire and smoke, if necessary. The BC orders the driver to lower the ramp, or the fire team to enter through the ramp access door.
4. The platoon/squad leader orders MOUNT. (The order to mount may come with clarifying instructions; for example, "1st Squad and 3d Squad, provide a base of fire until 2d Squad is mounted.")
5. Each squad/team mounts in the order specified. The squad leader designates which fire team mounts first; for example, Team A mount first, Team B provide overwatching fires.
6. Soldiers mount/remount the vehicle in reverse sequence of dismount.

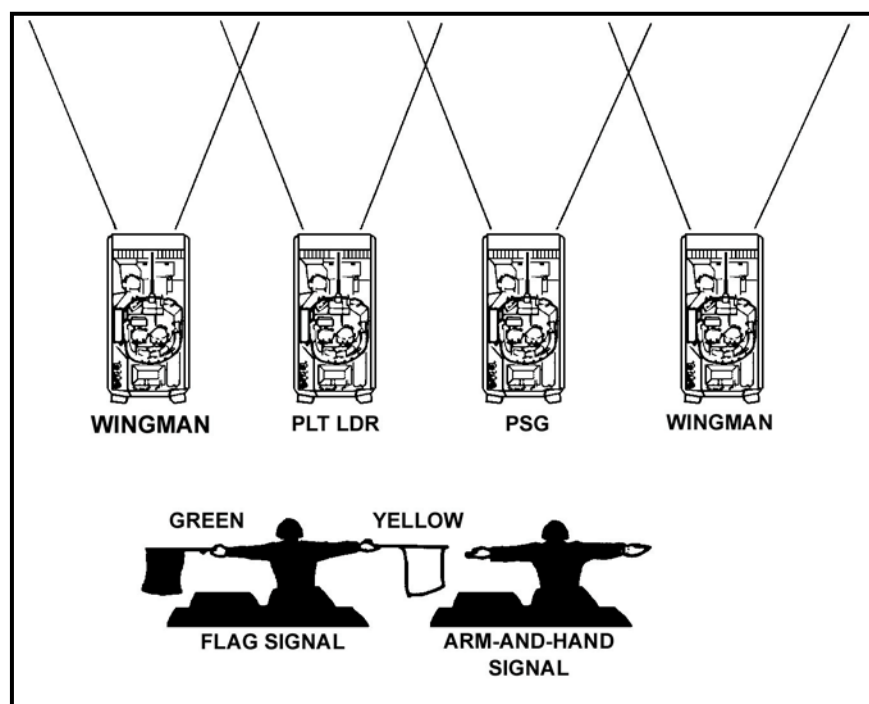
7. The platoon leader/BC prepares for mounted operations.
  - a. Each fire team leader accounts for all personnel and equipment in the BFV, and reports to the BC. Announces, ALL UP.
  - b. The platoon leader designates a direction of movement, formation, and movement technique from the mount point.
  - c. The platoon leader establishes visual or radio contact with the other BCs.
  - d. The team leader ensures the dismounted weapons are on SAFE once the soldiers have mounted.
  - e. The BC orders the driver to raise the ramp or the fire team to close the ramp access door. The fire team members in the No. 9 and 10 seats install their firing port weapons, if directed.
8. The platoon leader reports to the company commander.

## CREW DRILL 6 CHANGE FORMATION (MOUNTED) (PLATOON)

**SITUATION:** The platoon is moving and must change formation. The platoon leader gives arm-and-hand signal, flag signal, or radio for change of formation.

**REQUIRED ACTIONS** (Figures E-20 through E-35, page E-48 through E-63):

1. The platoon leader directs the formation change by giving the standard arm-and-hand signals, flag signals, or by radio.
2. The BCs relay arm-and-hand or flag signals.
3. The BCs direct drivers into position in the new formation. The driver maintains the position in the formation based on the platoon leader and wingmen.
4. The BCs traverse the main weapons toward likely enemy positions or assigned sectors and instruct the gunners to scan for targets in their sectors. The BCs give the gunners the limits of their sectors using the turret position indicator (for example, scan from 12 to 2).



**Figure E-20. Line formation.**



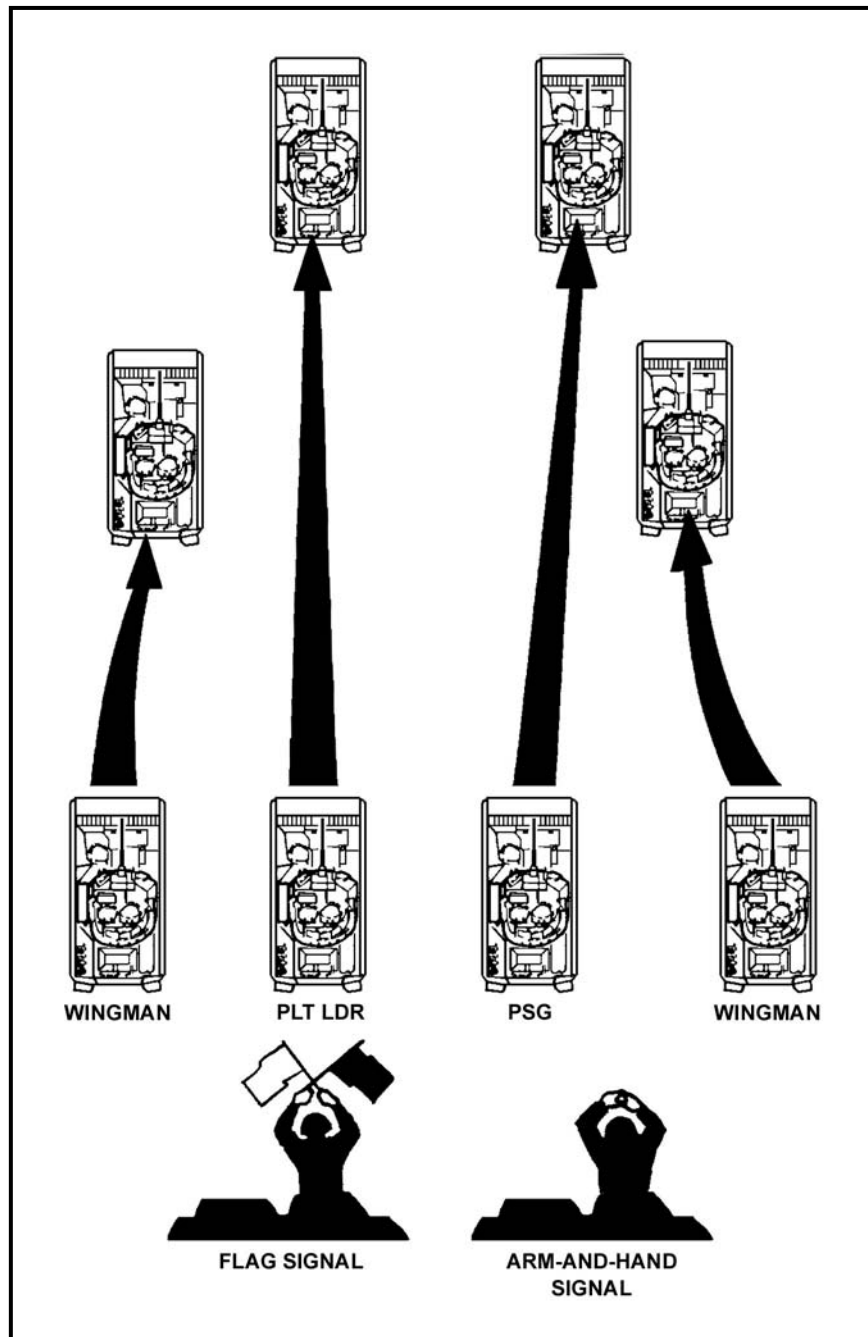


Figure E-21. Line to wedge formation.

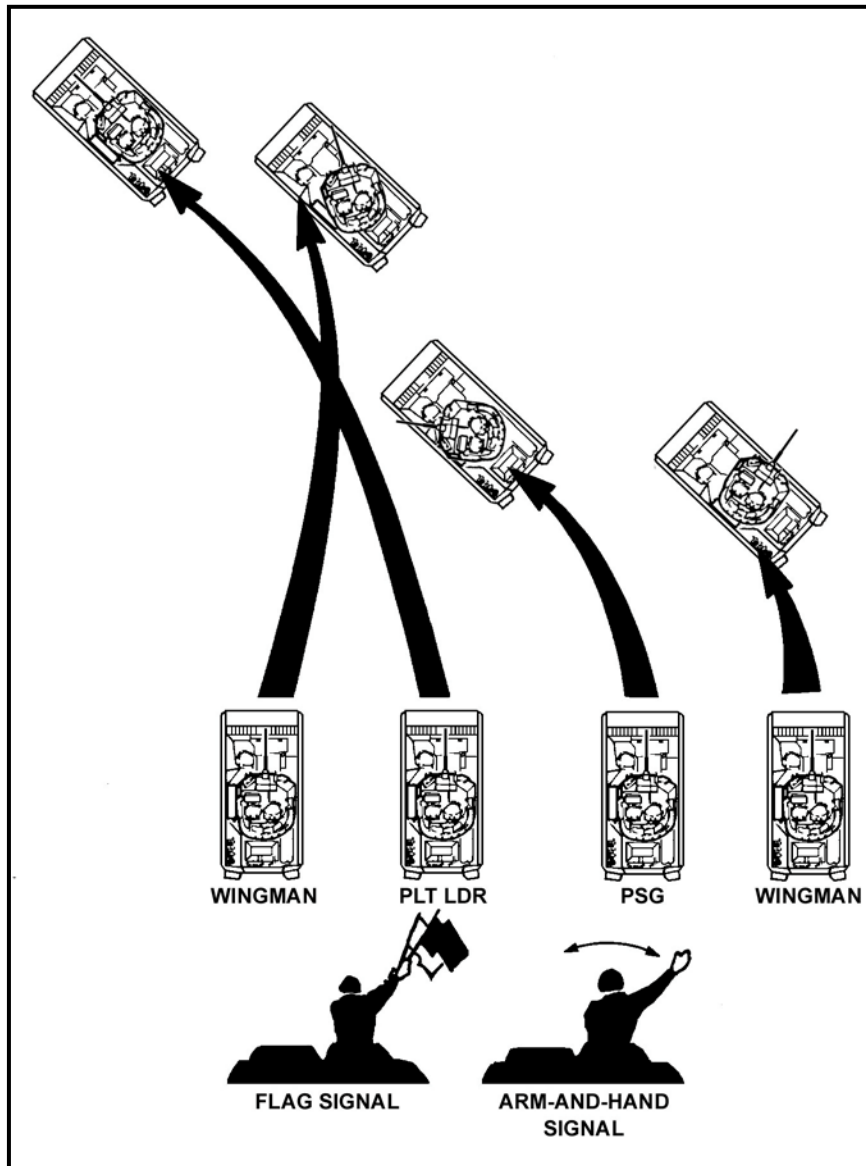


Figure E-22. Line to column formation.

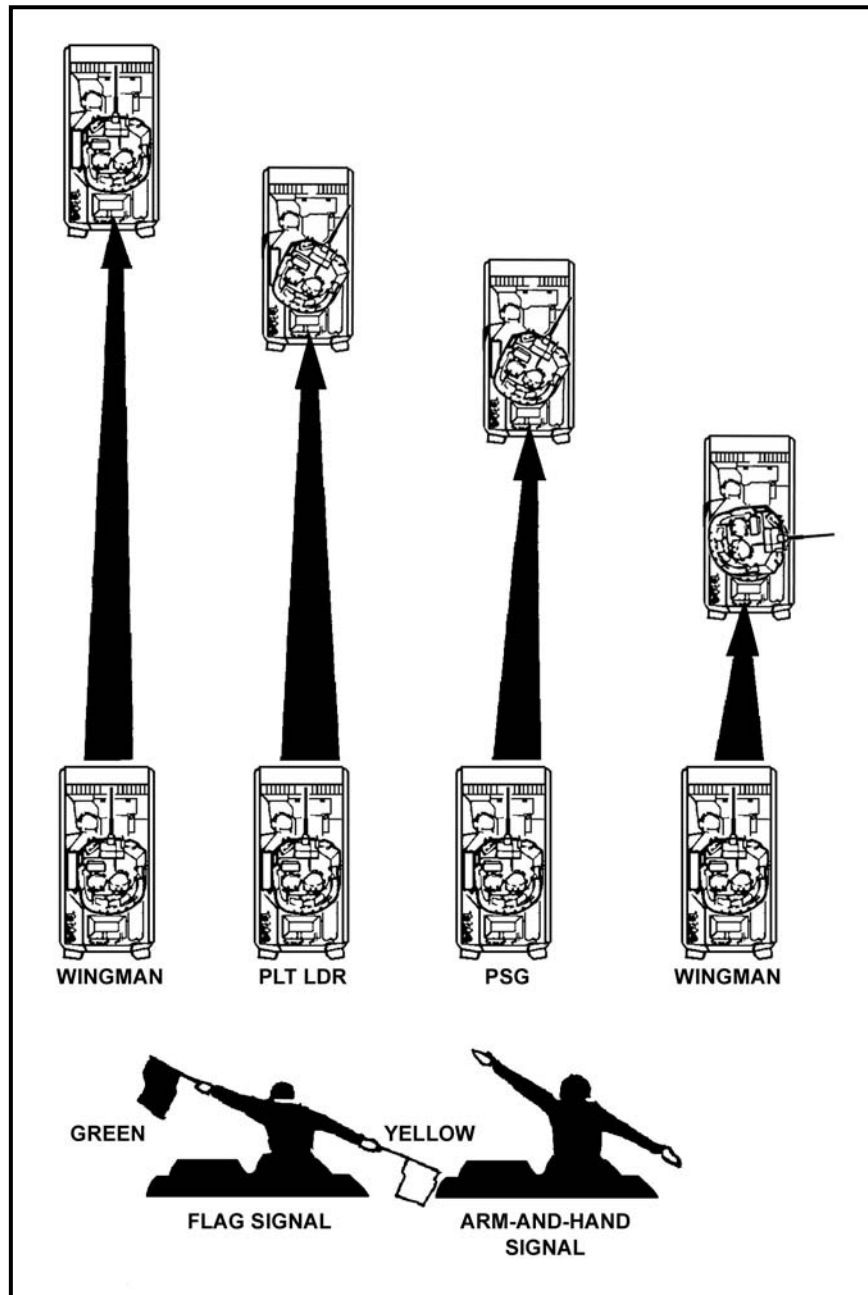


Figure E-23. Line to echelon formation.

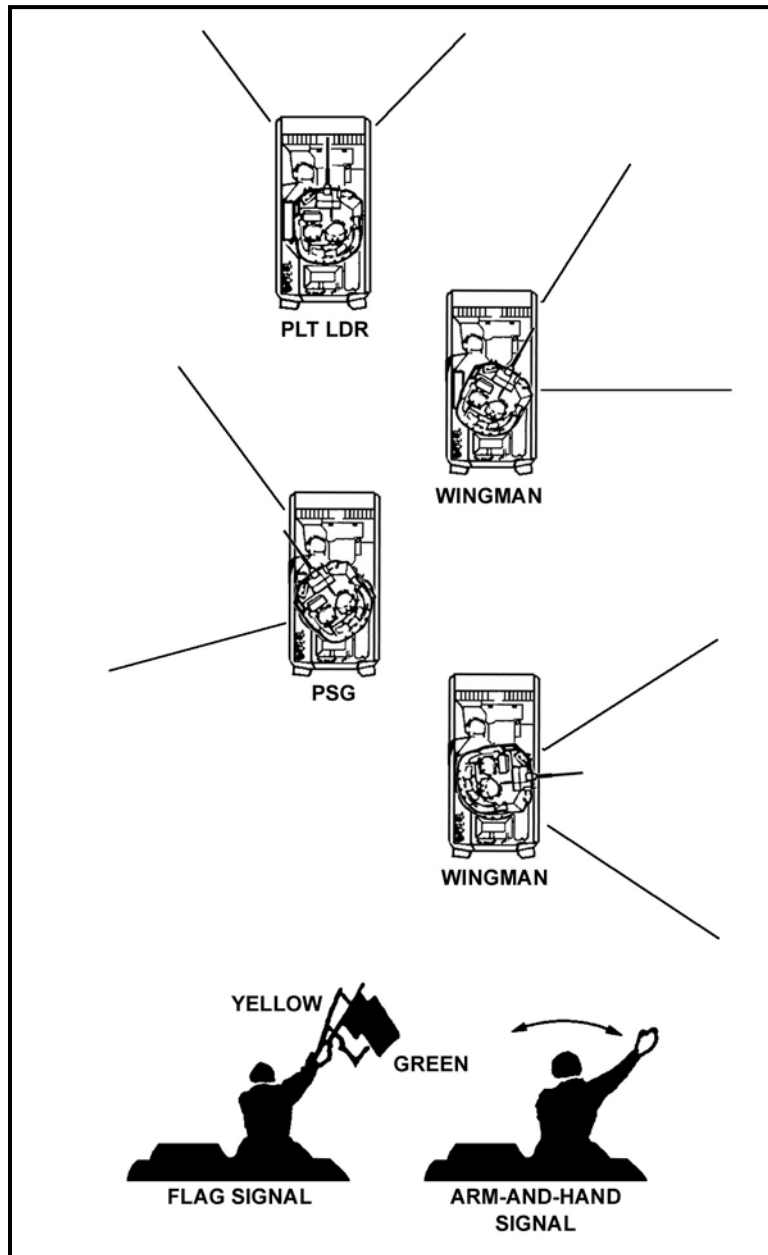


Figure E-24. Column formation.

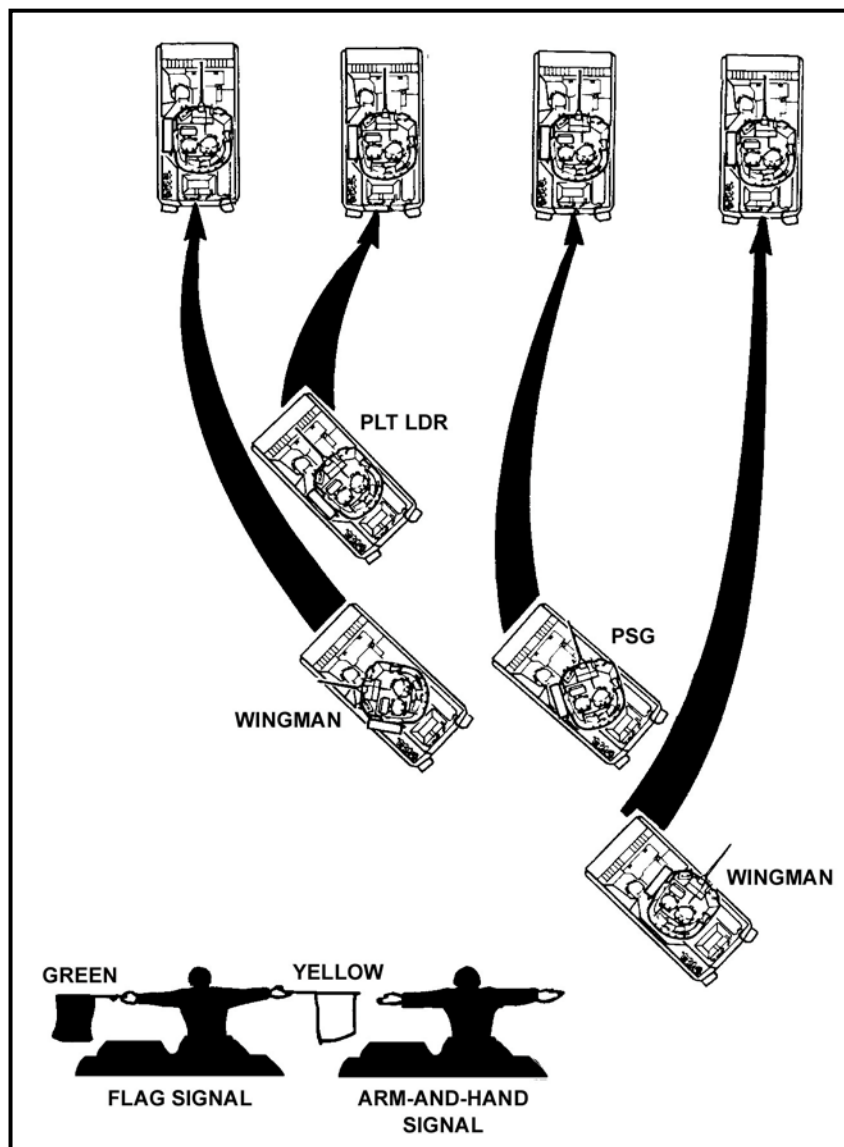


Figure E-25. Column to line formation.

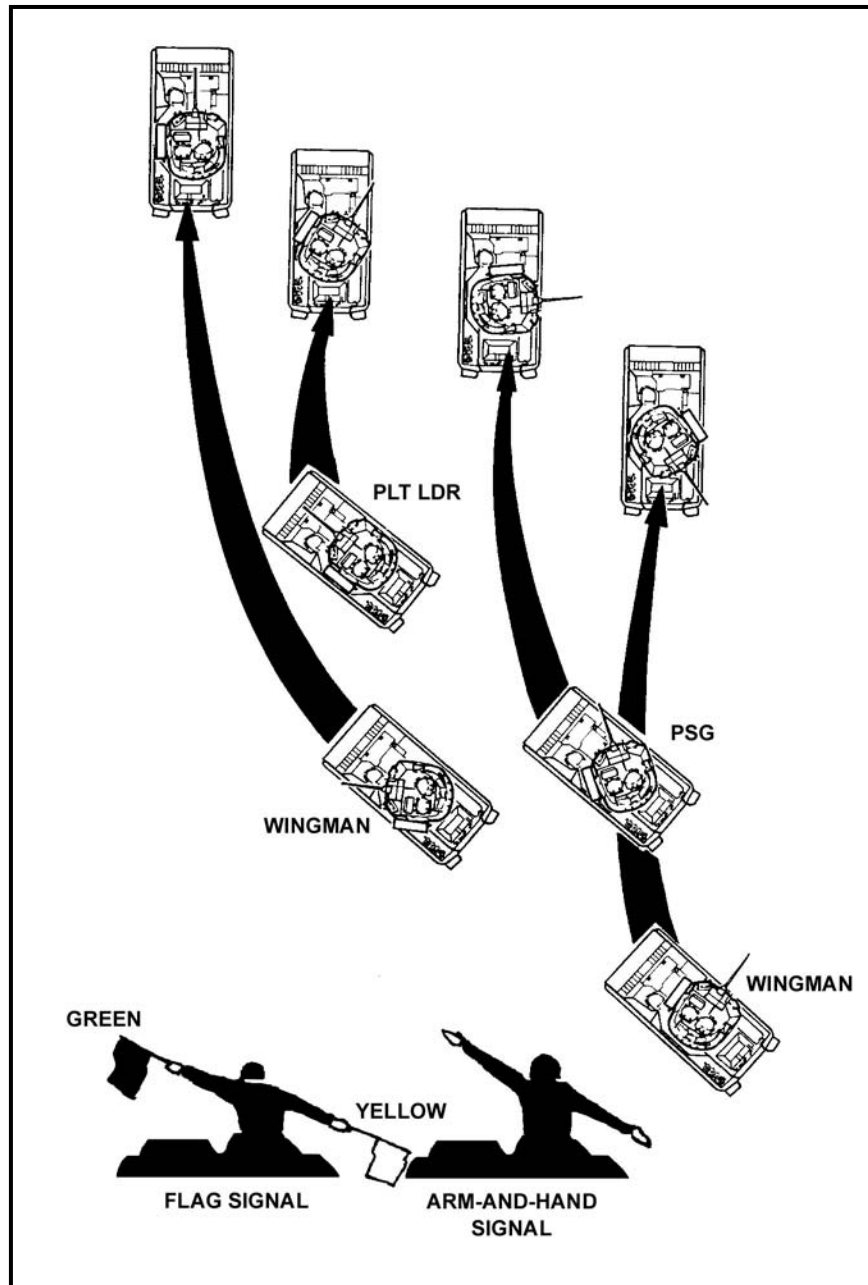


Figure E-26. Column to echelon formation.

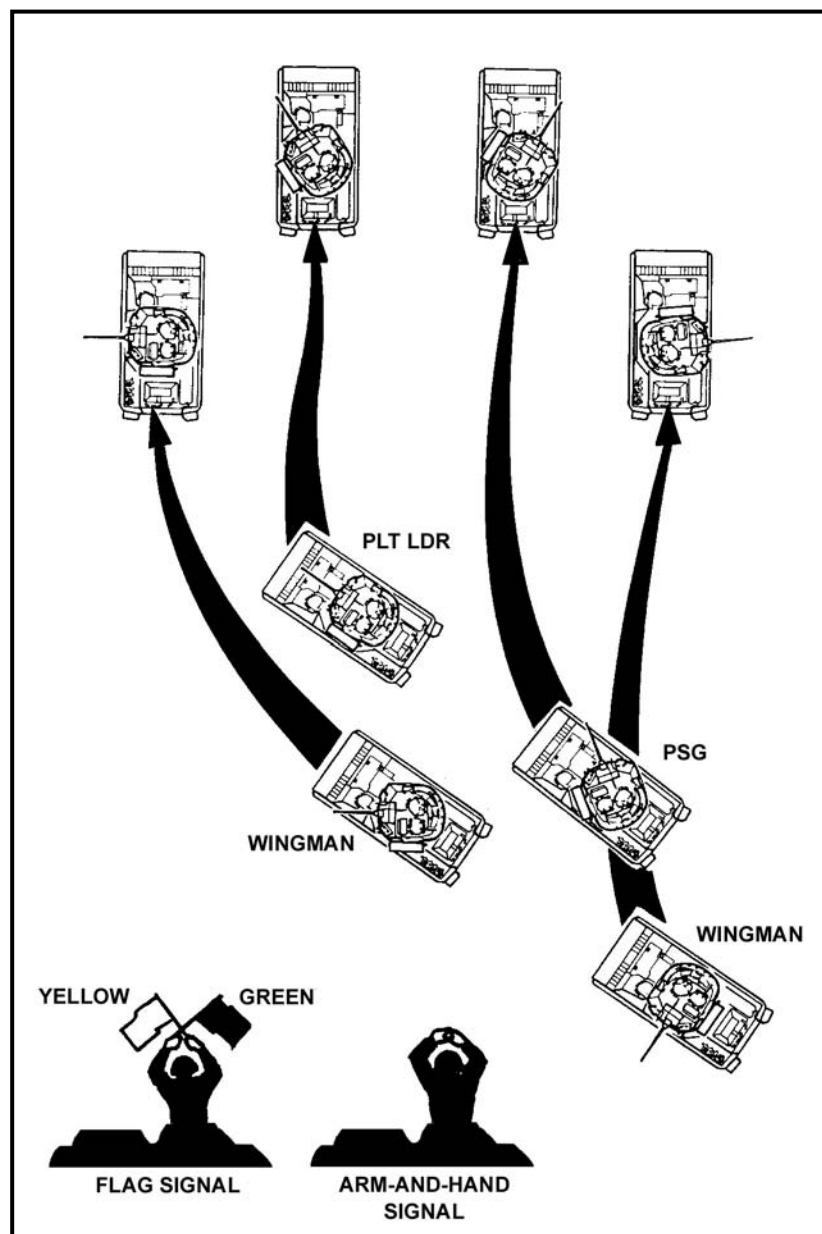


Figure E-27. Column to wedge formation.

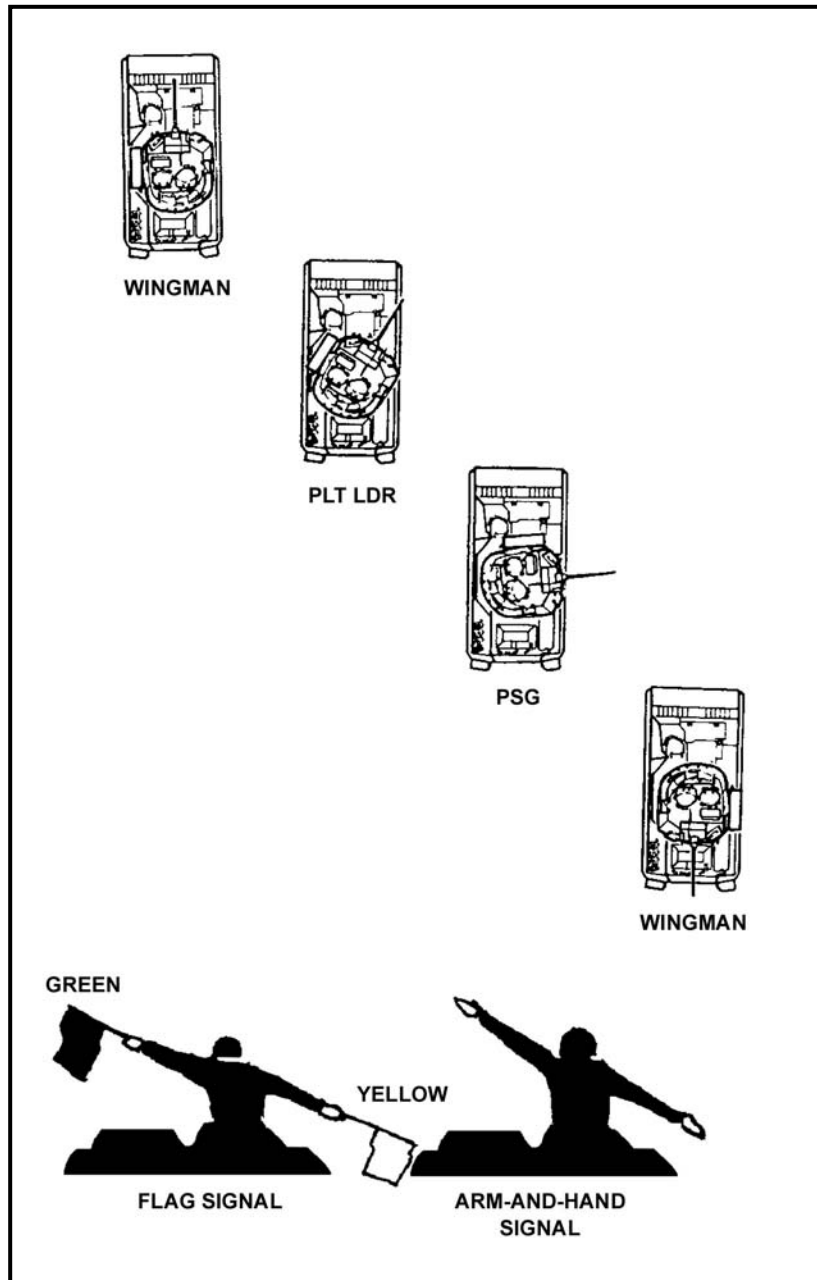


Figure E-28. Echelon formation (right).



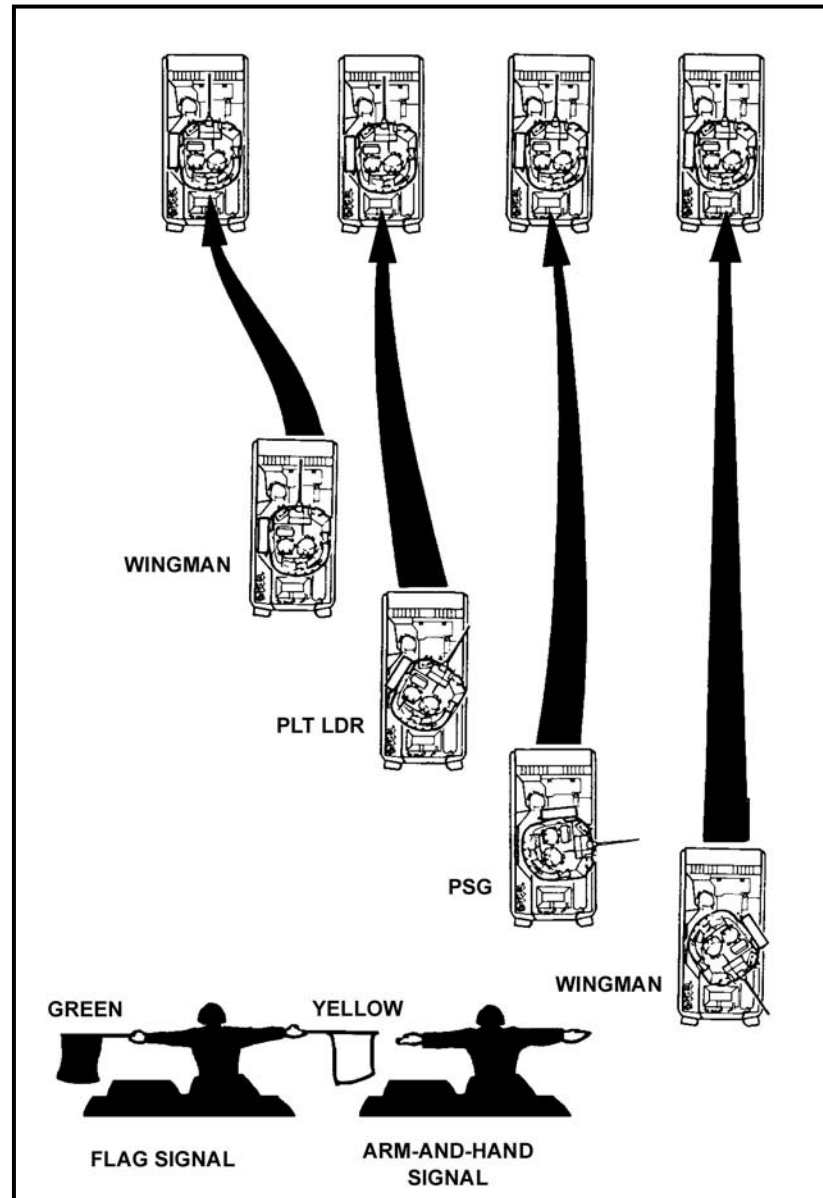


Figure E-29. Echelon to line formation.

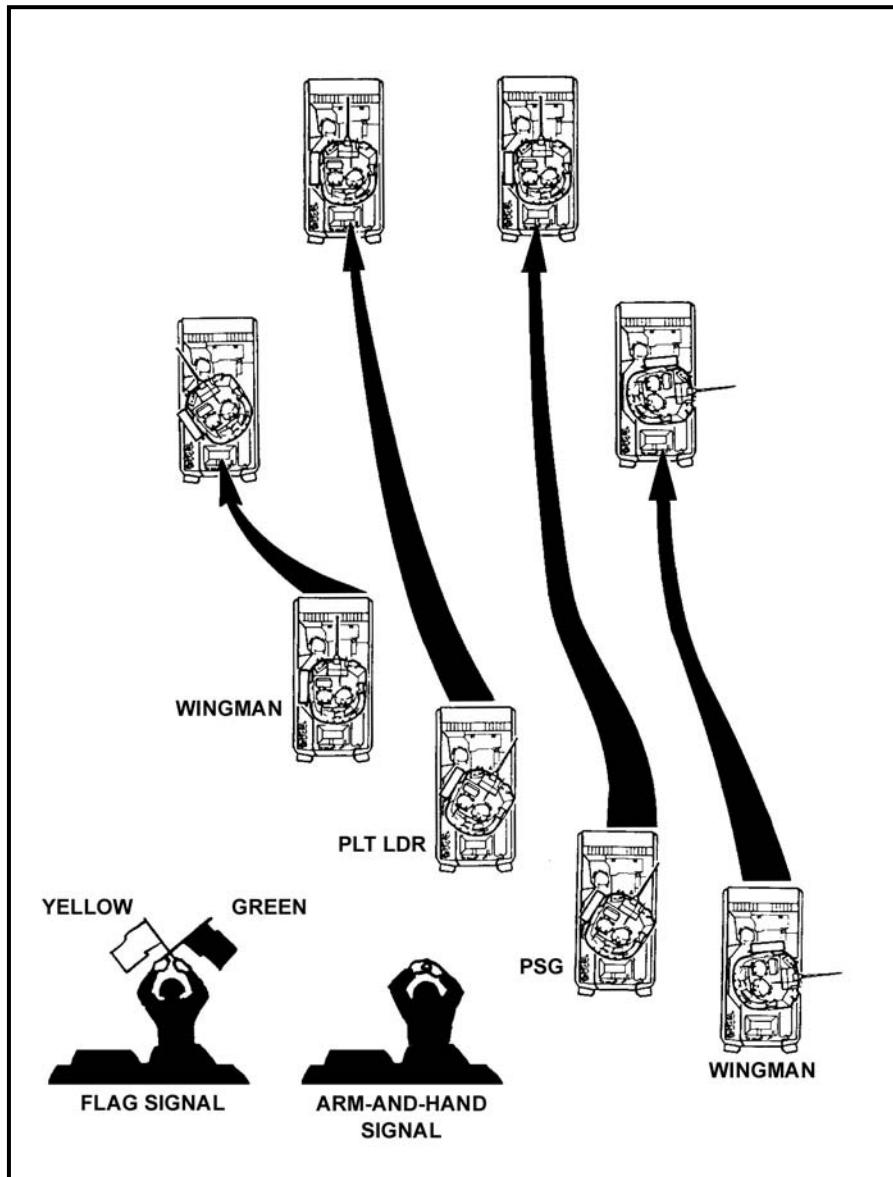


Figure E-30. Echelon to wedge formation.

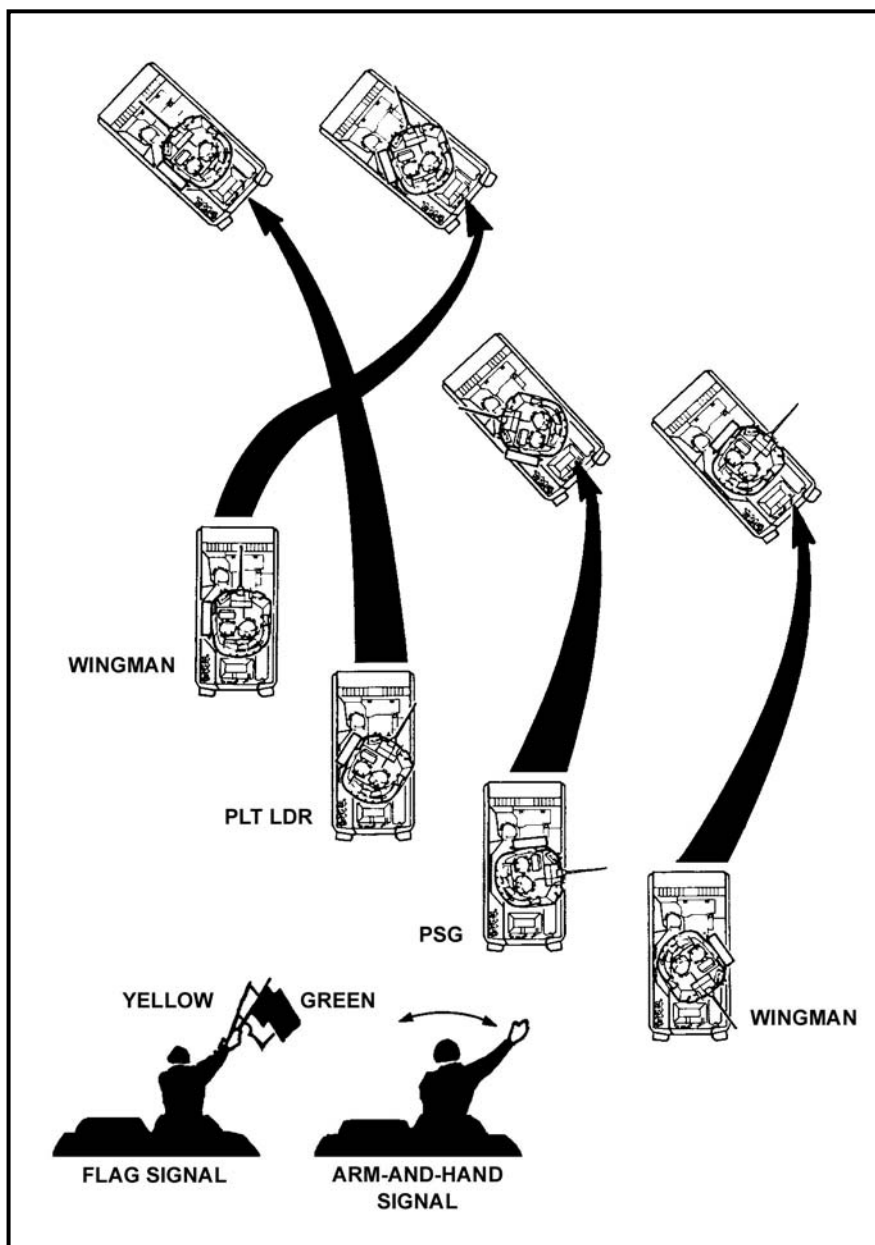


Figure E-31. Echelon to column formation.

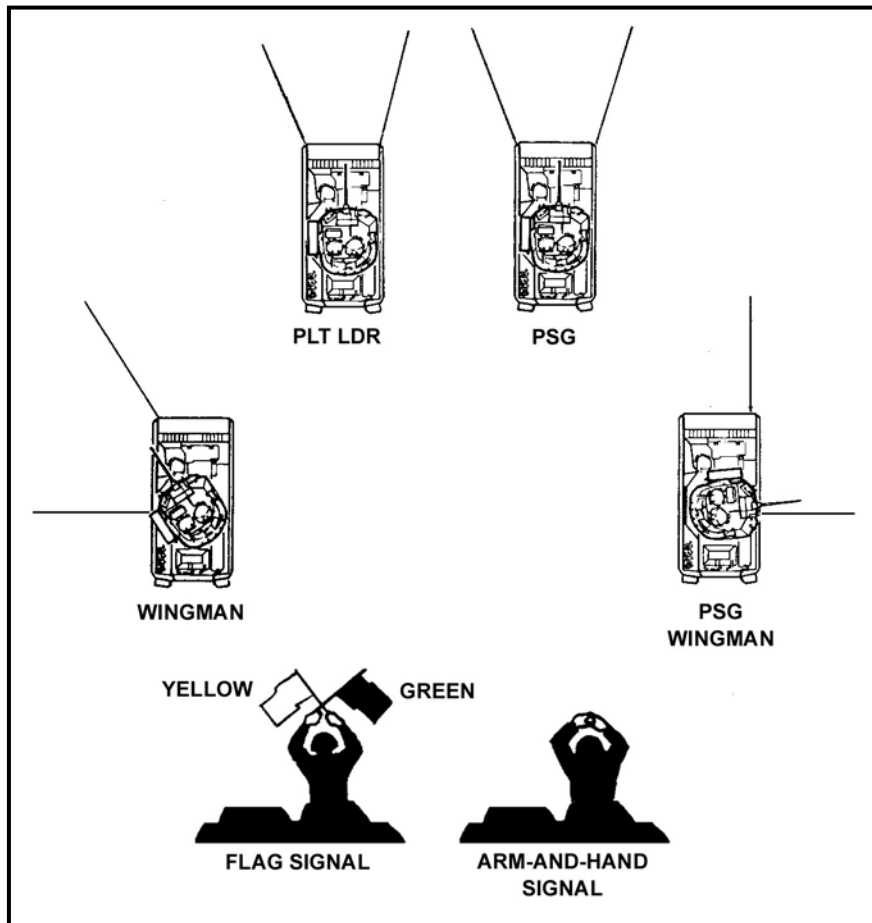


Figure E-32. Wedge formation.

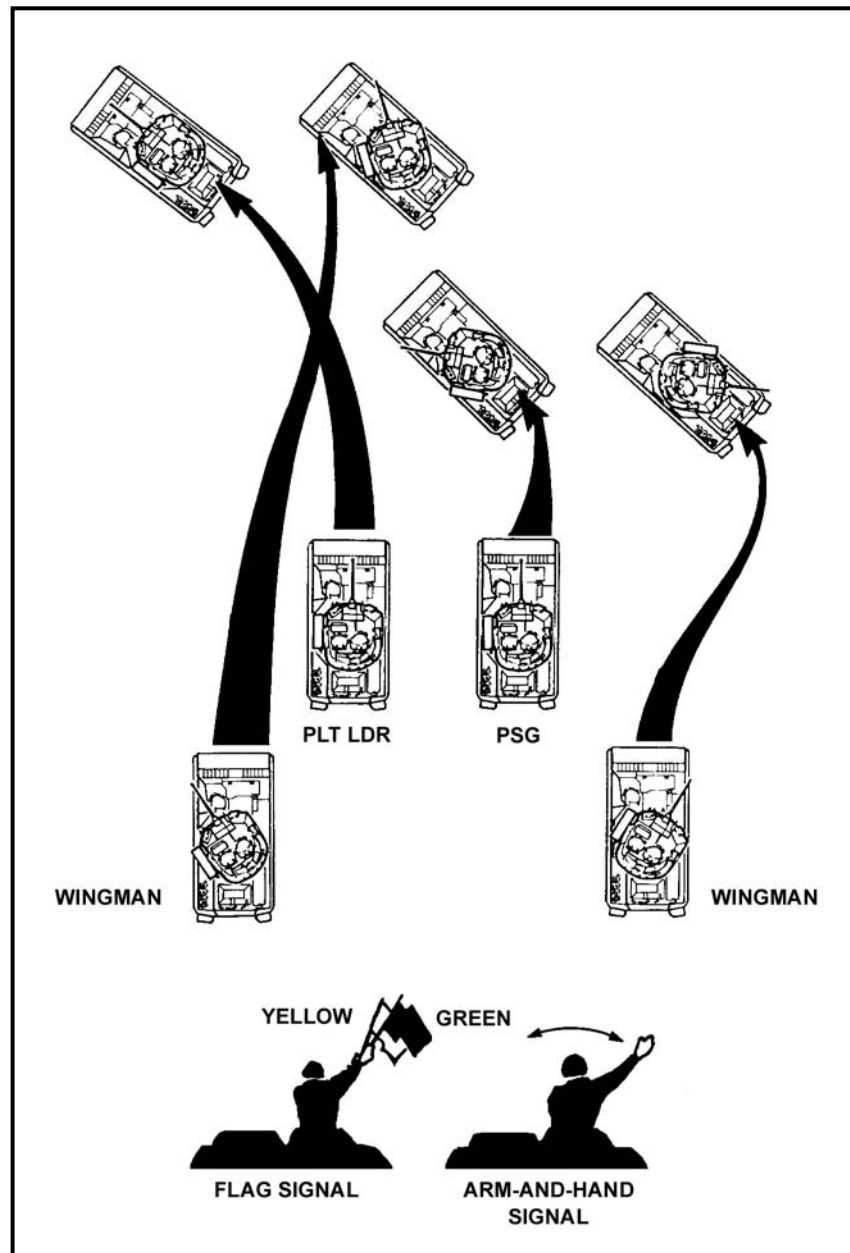


Figure E-33. Wedge to column formation.

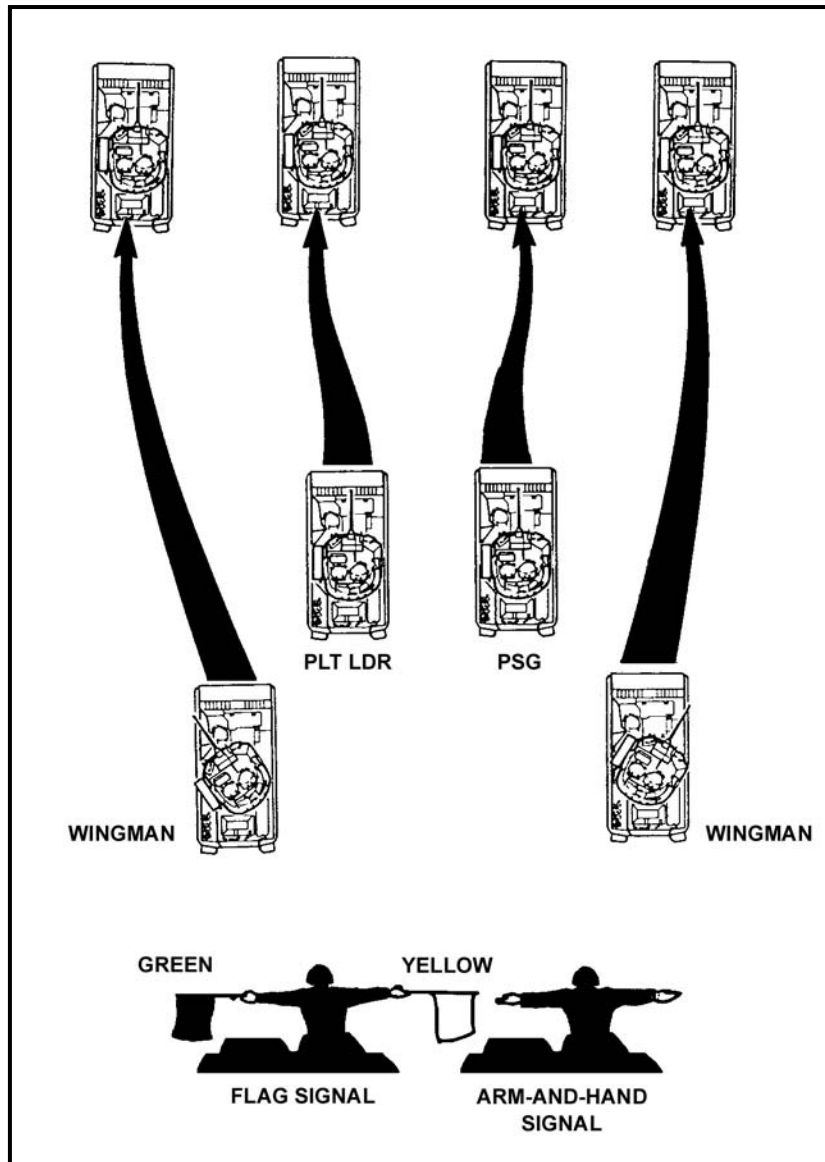


Figure E-34. Wedge to line formation.

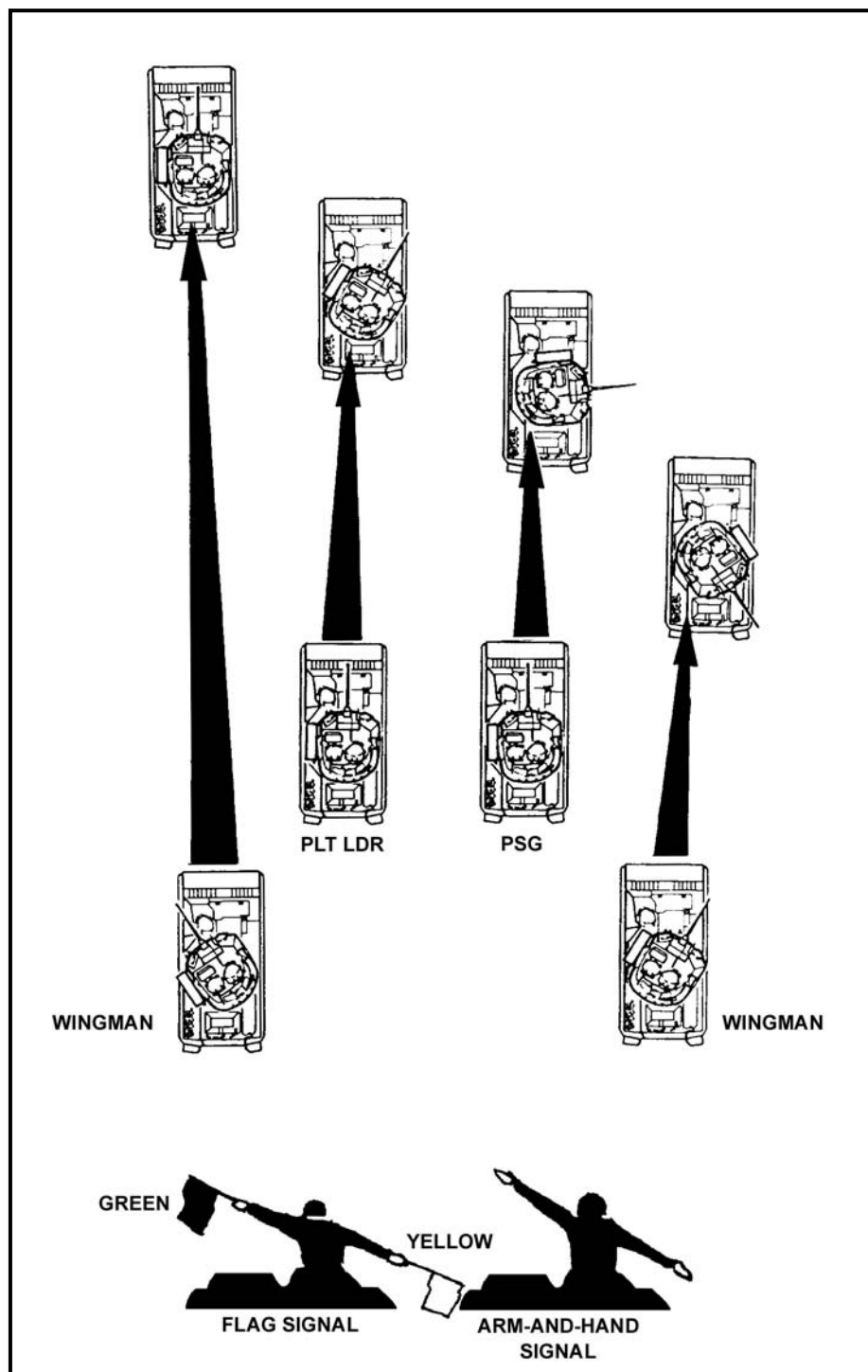


Figure E-35. Wedge to echelon formation.

**Crew Drill 7**  
**SECURE AT THE HALT (PLATOON)**

**SITUATION:** The platoon is moving and must halt.

**REQUIRED ACTIONS** (Figures E-36 through E-39, pages E-65 through E-68):

1. The platoon leader gives the arm-and-hand signals for herringbone or coil formation.
2. The platoon halts in the herringbone or coil formation.
3. Each BC ensures his vehicle is correctly positioned, using cover and concealment.
4. The gunner orients his turret and raises the TOW launcher and observes his sector of fire.
5. The platoon leader orders the squads to dismount and provide local security. (Dismount IAW with the task, Dismount the Vehicle.)
6. The fire team occupies a hasty fighting position as designated by the team leader in the vicinity of their respective BFV. The squad leader contacts the team leader and adjusts security positions as necessary.
7. Soldiers continue to observe designated sectors.



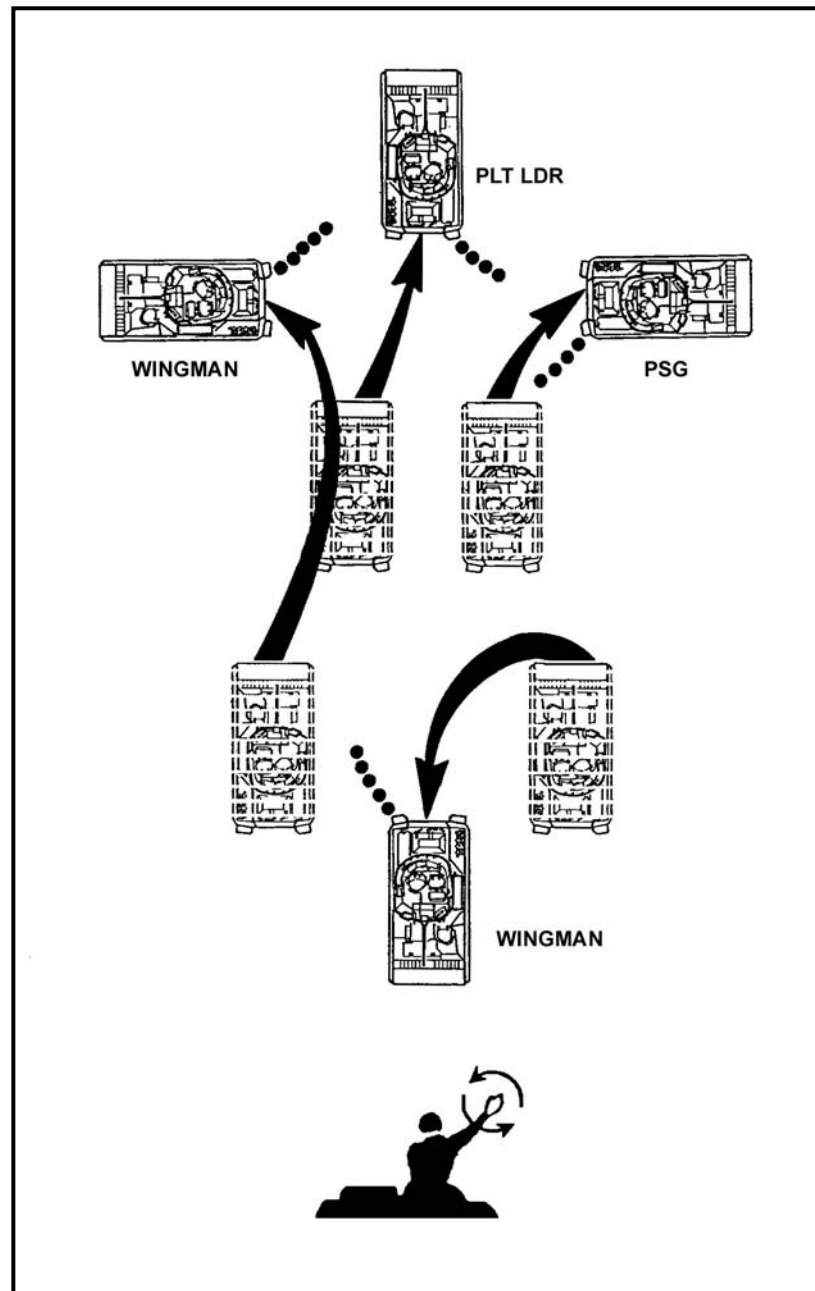


Figure E-36. Wedge to coil formation.

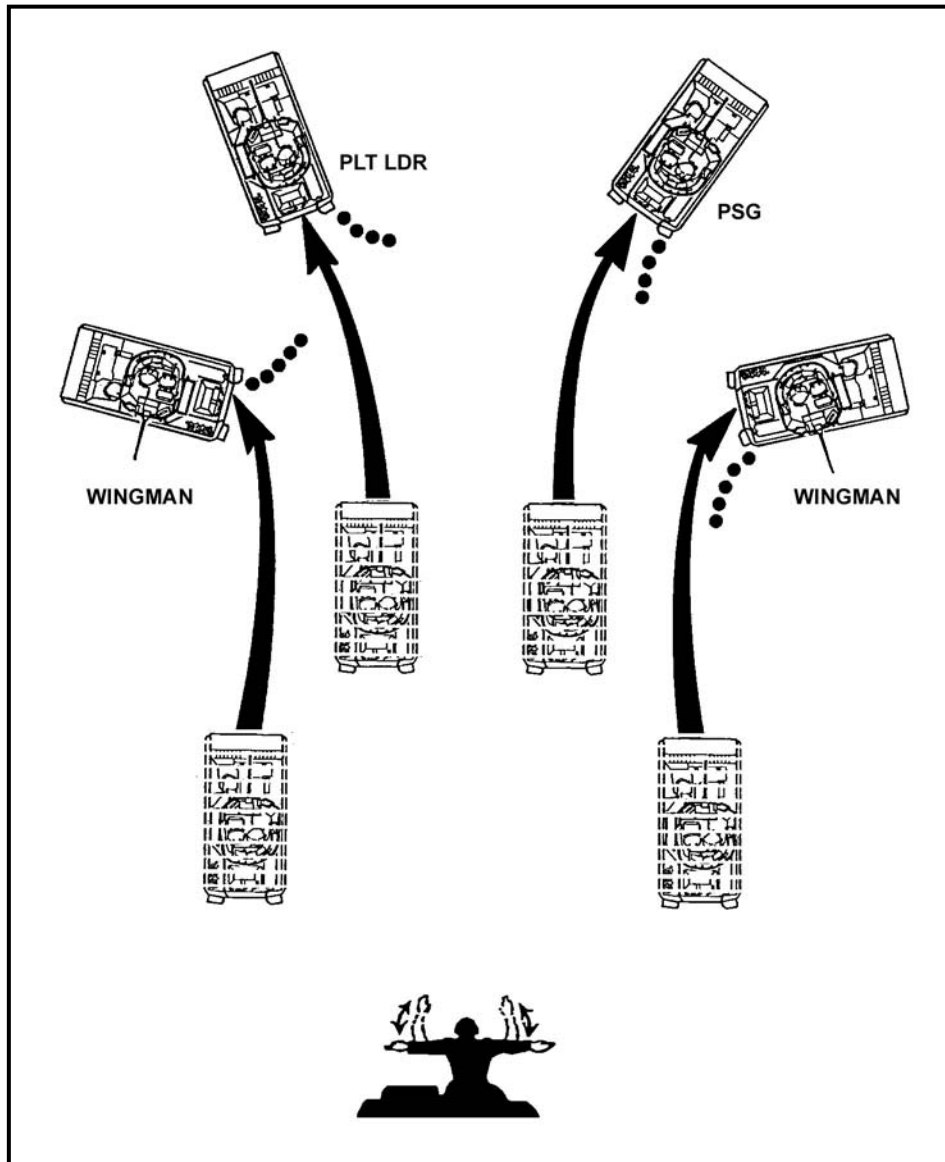


Figure E-37. Wedge to herringbone formation.

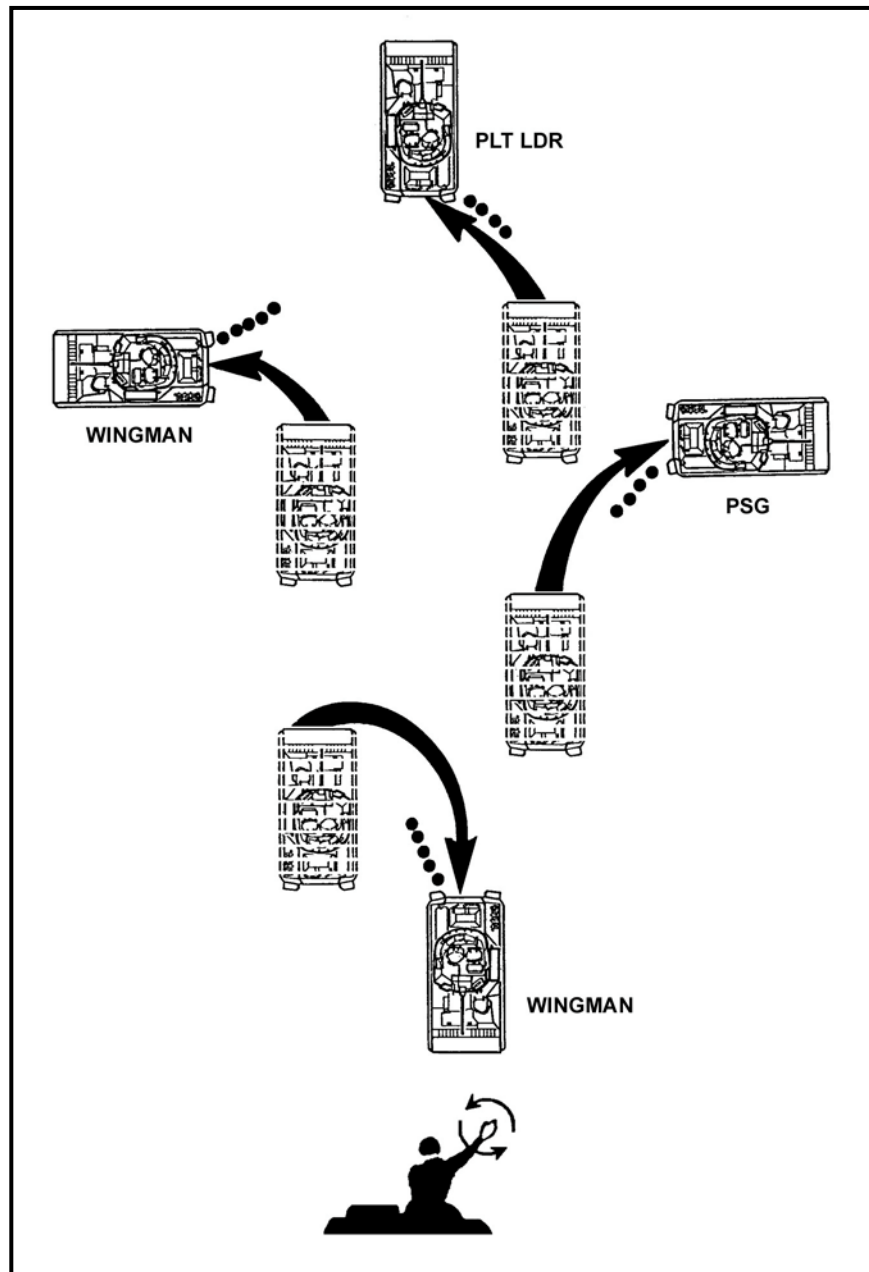


Figure E-38. Column to coil formation.

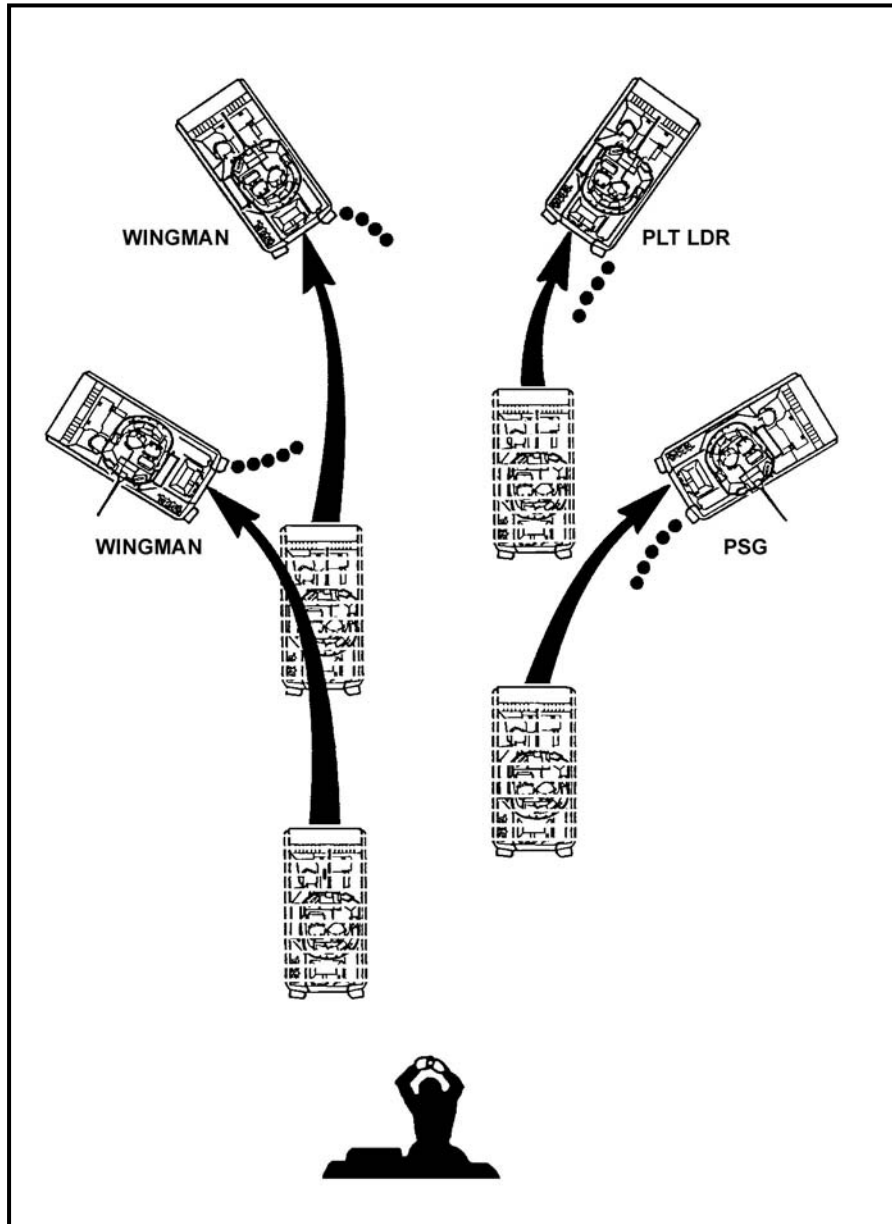


Figure E-39. Column to herringbone formation.

**Crew Drill 8**  
**EXECUTE ACTION RIGHT OR LEFT (PLATOON)**

**SITUATION:** The platoon is moving and must execute action right or left.

**REQUIRED ACTIONS** (Figures E-40 through E-47, pages E-70 through E-77):

1. The platoon leader signals action right or left using arm-and-hand, flags, or radio.
2. The drivers immediately execute a turn in the direction indicated while moving into a line formation.
  - a. The platoon sergeant orients his vehicle on the platoon leader's vehicle.
  - b. Wingmen orient their BFVs on the platoon leader and platoon sergeant vehicles.
3. The platoon leader orders the BCs to seek covered positions for their vehicles or have them continue to move in the direction indicated.
4. The BCs orient the main weapons toward the enemy, and the BCs and gunners search for targets.
5. The platoon leader determines if it is necessary to dismount the rifle squads.
6. The platoon leader reports the situation to the company commander, if necessary.

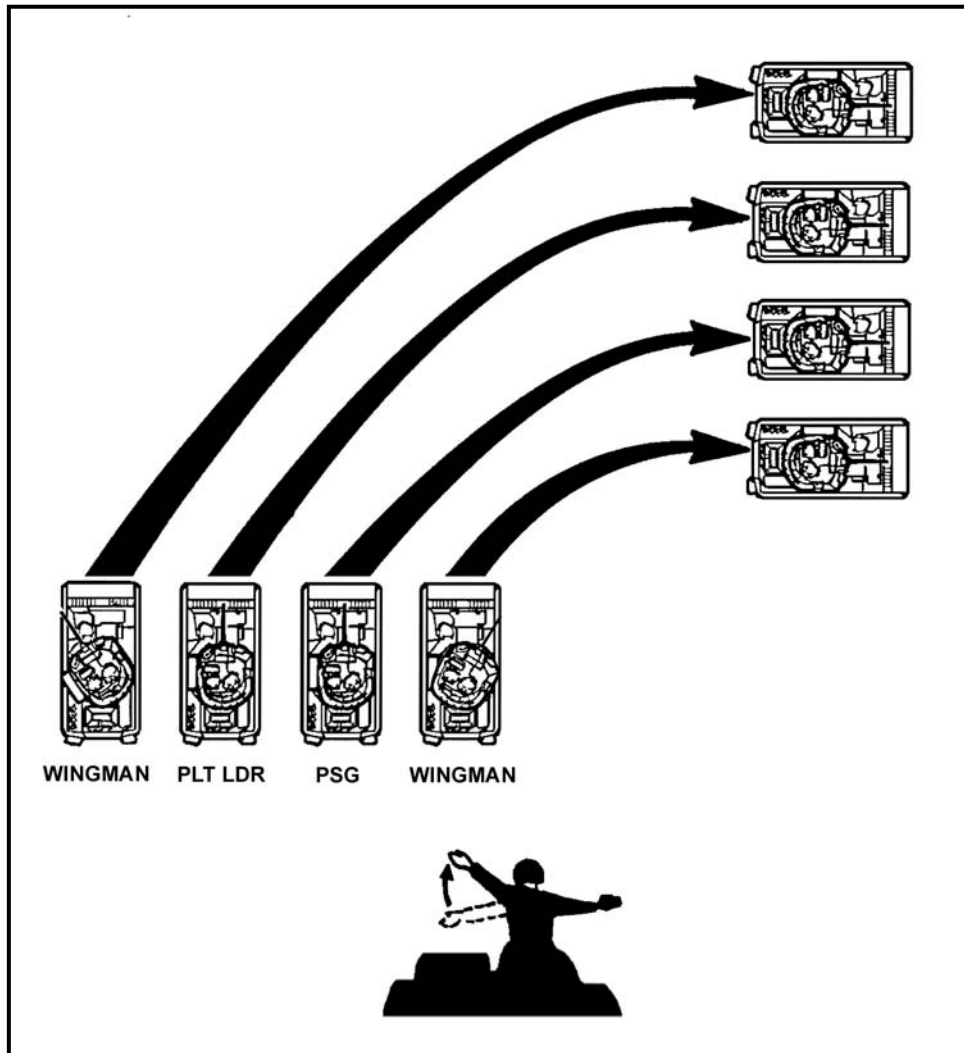


Figure E-40. Action right from line.

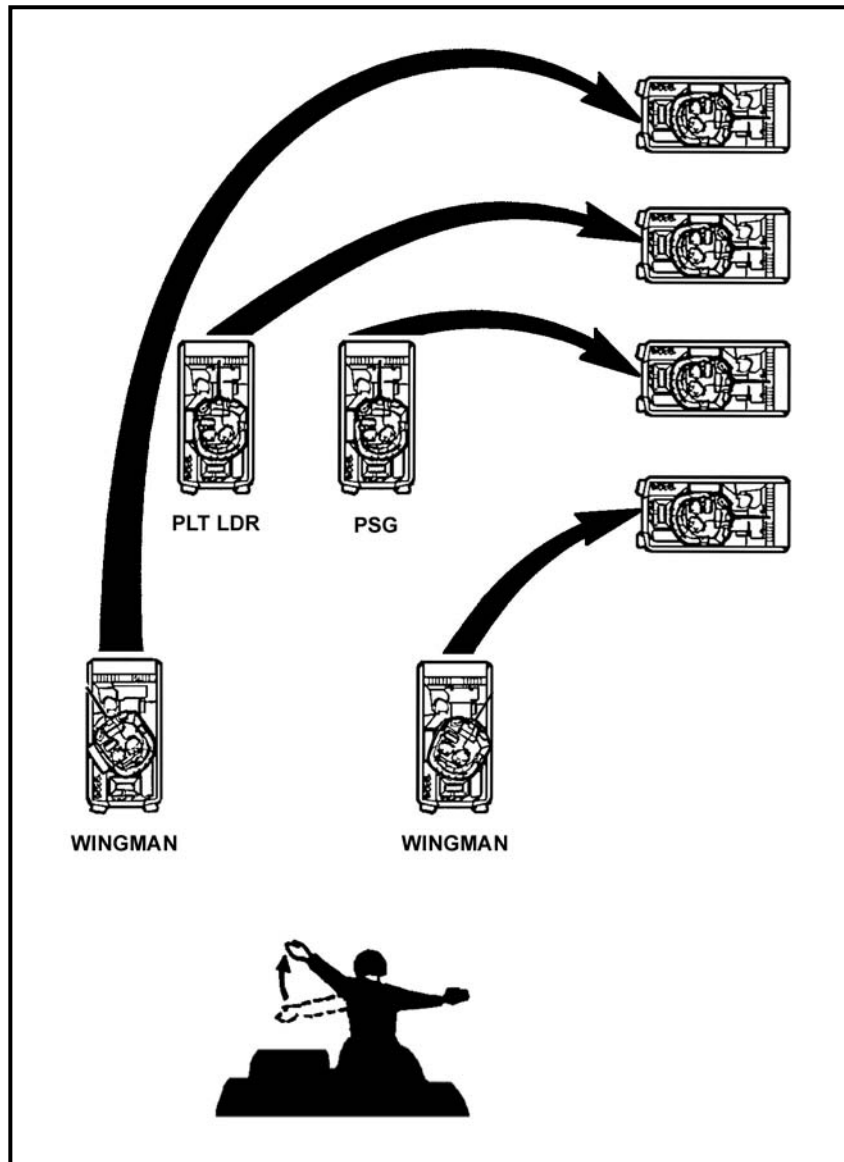


Figure E-41. Action right from wedge.

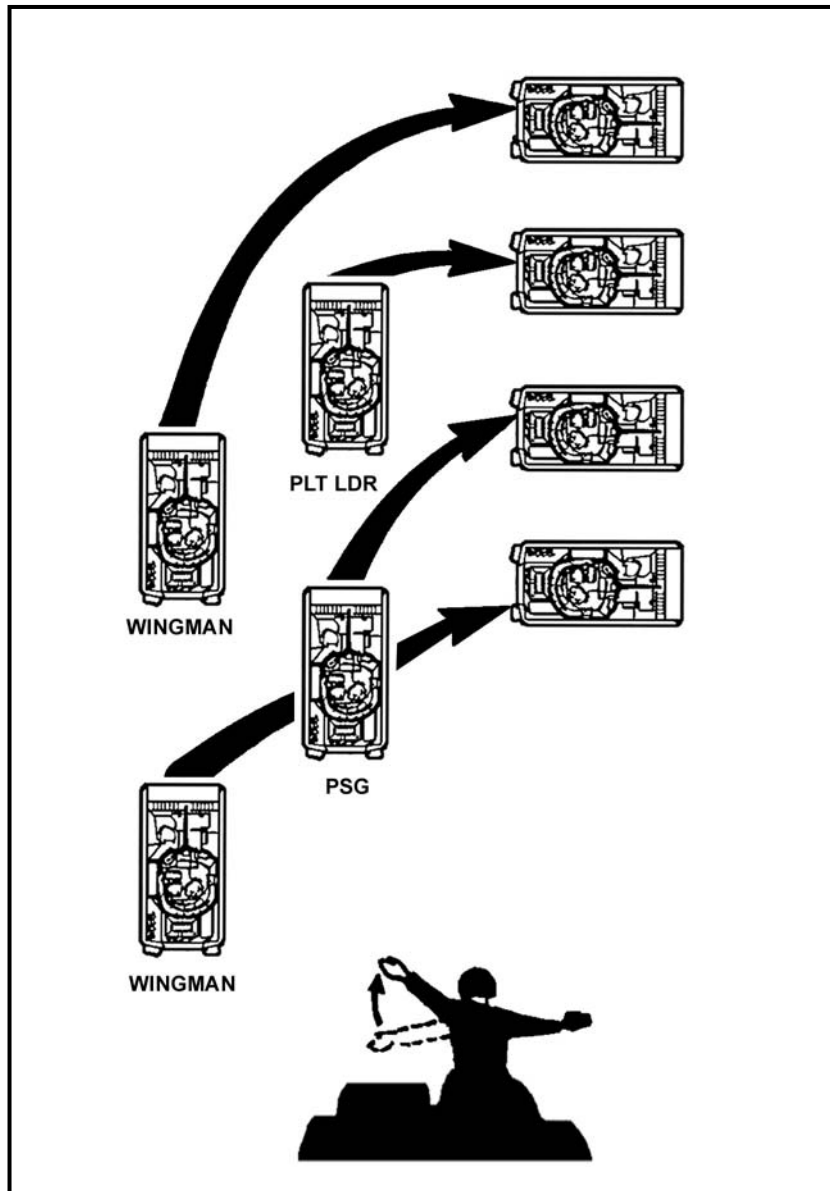


Figure E-42. Action right from column, wingman on left.



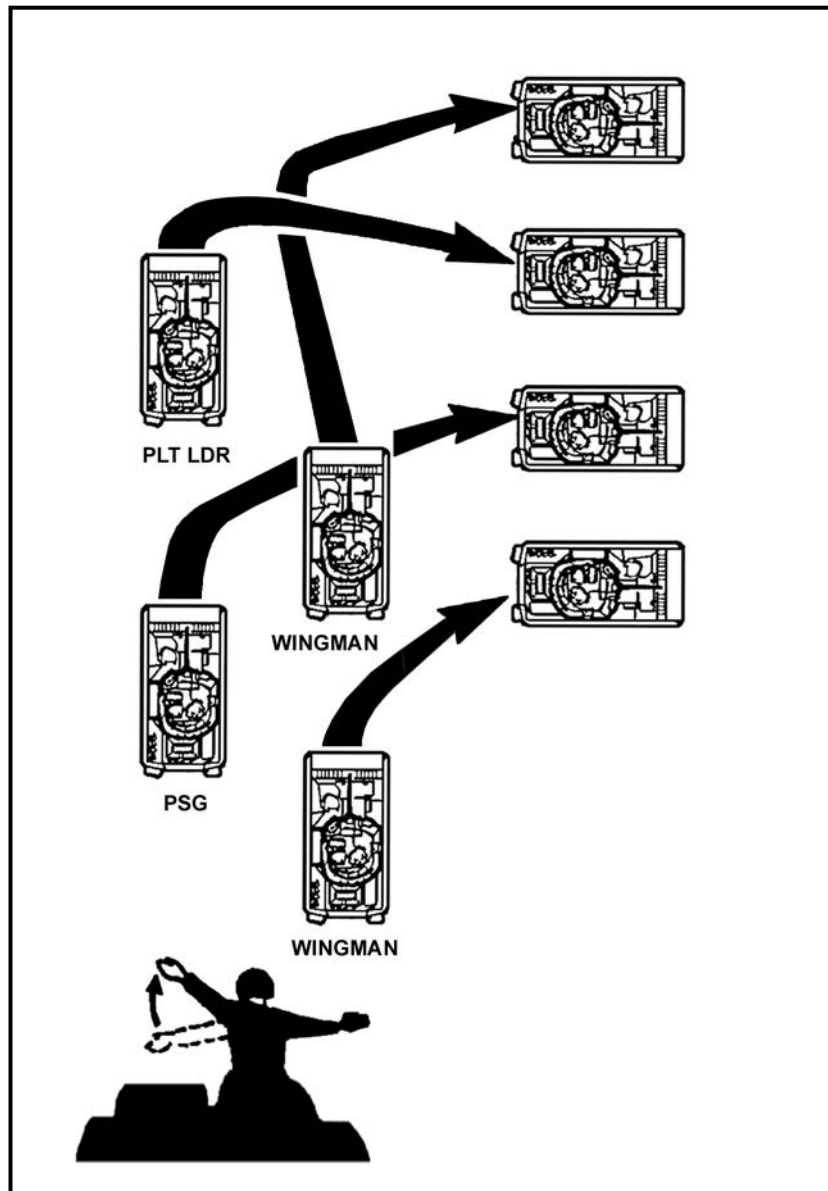


Figure E-43. Action right from column, wingman on right.

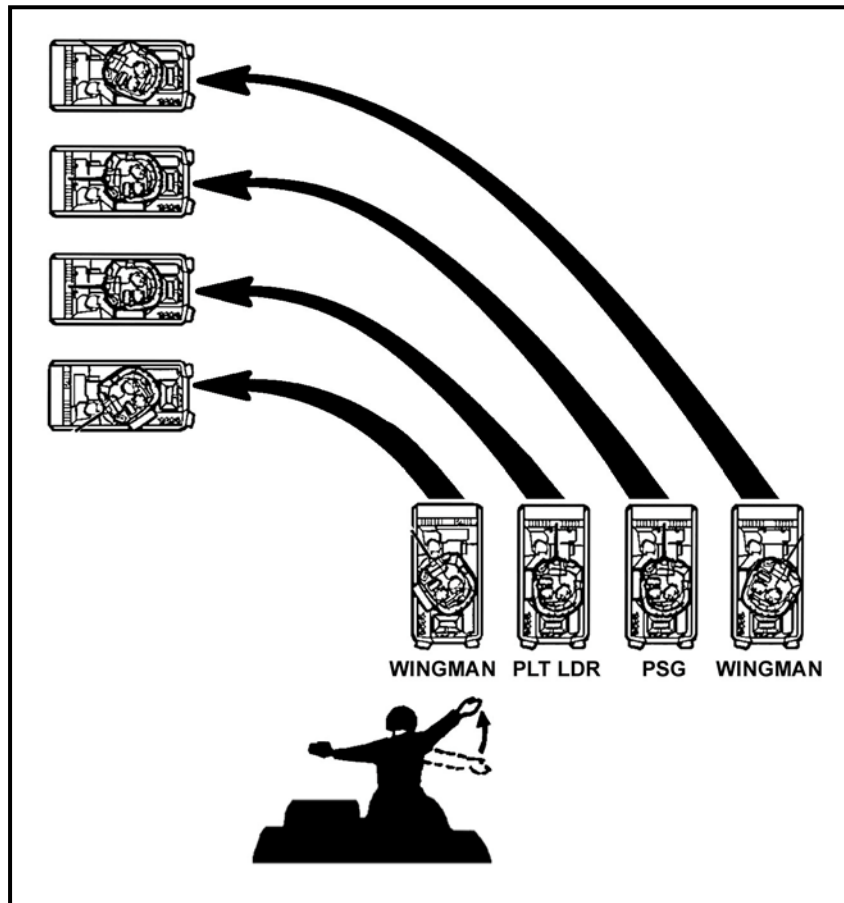


Figure E-44. Action left from a line.

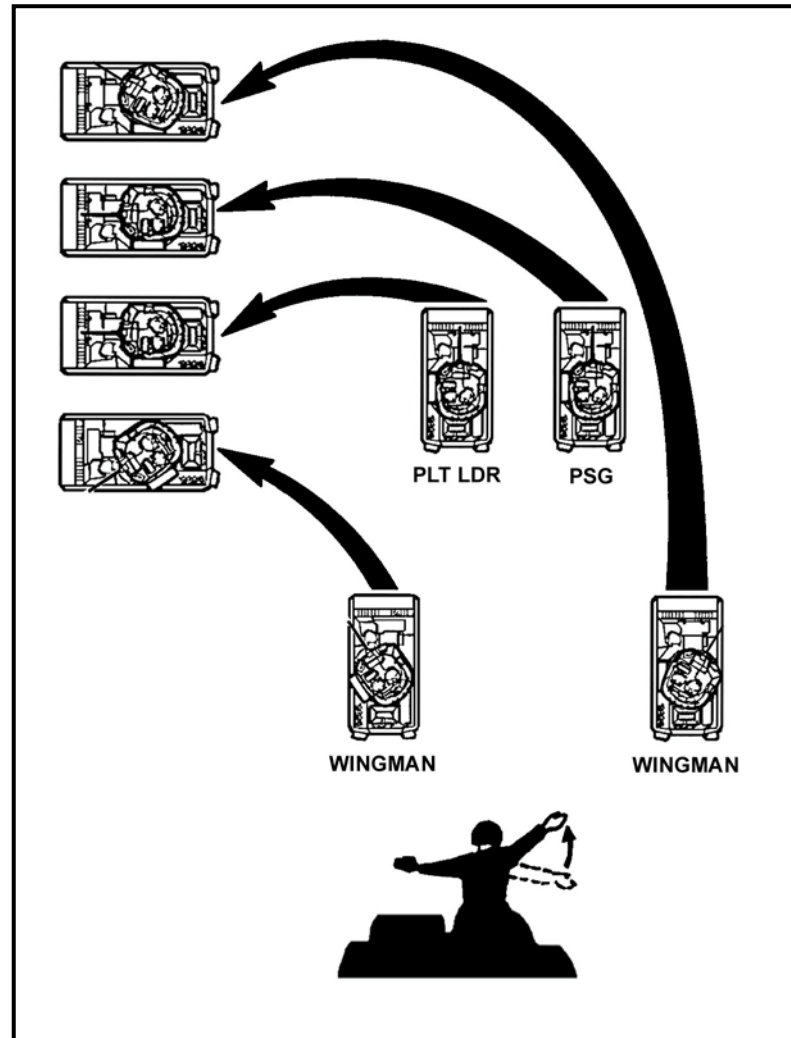


Figure E-45. Action left from a wedge.

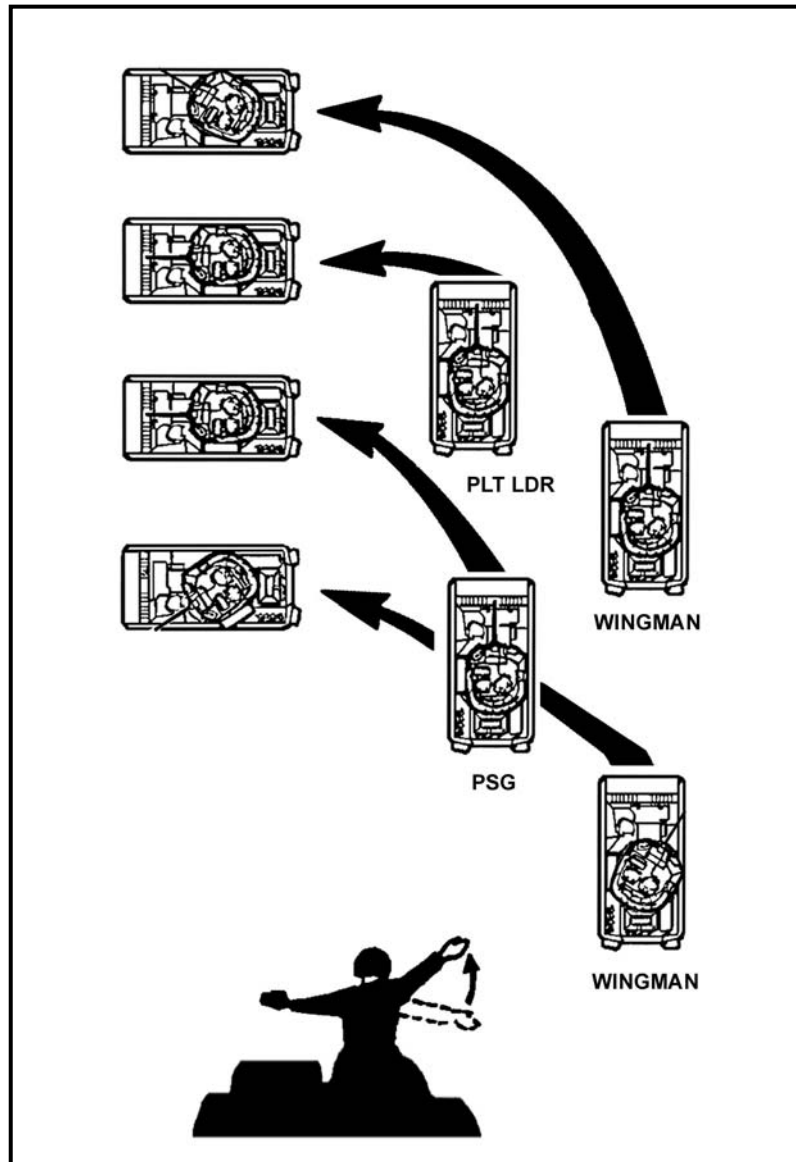


Figure E-46. Action left from a column, wingman on right.

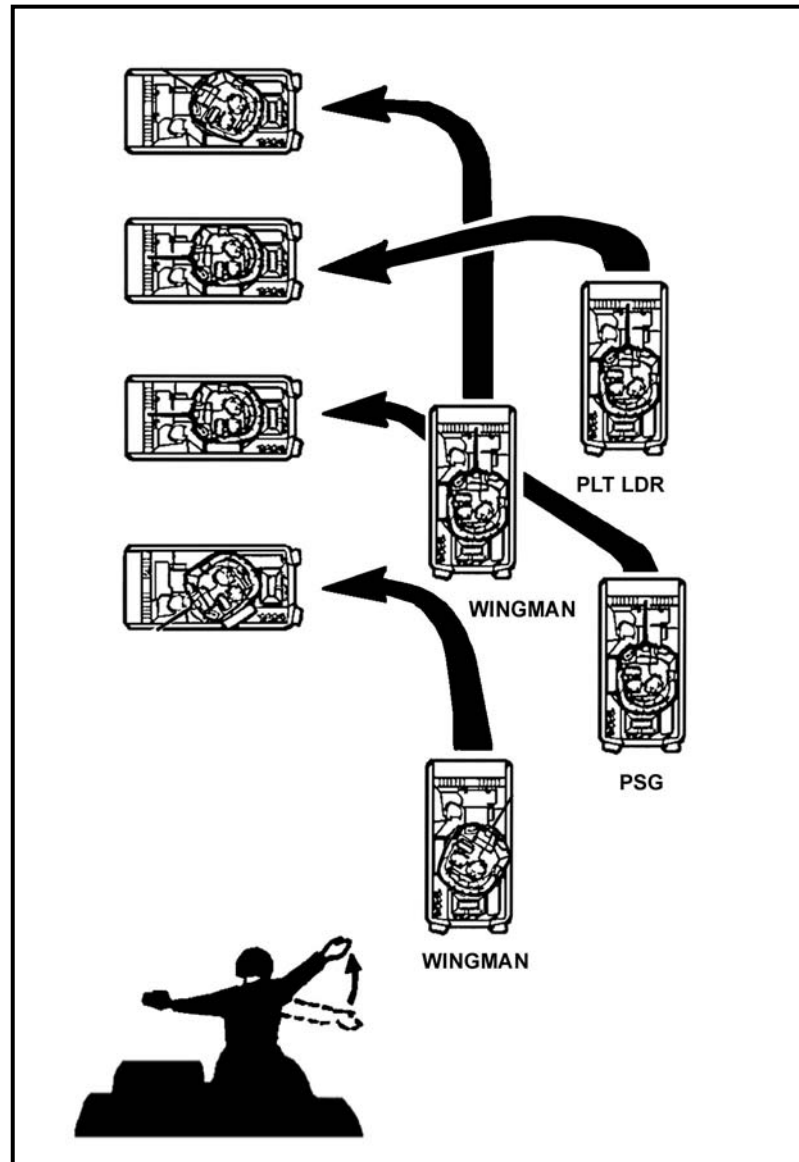


Figure E-47. Action left from a column, wingman on left.

### **Crew Drill 9**

#### **LOAD THE 25-MM LARGE AMMUNITION READY BOX WITH HE**

**SITUATION:** During initial loading or when the low ammunition light comes on. Given a BFV with the ramp up, master power is ON, with 300 rounds of 25-mm ammunition in 30-round boxes (A2 and below) or 50-round “hot boxes” (A2-ODS and A3) stored in accordance with the load plan (25-mm HE or AP).

#### **REQUIRED ACTIONS:**

##### *Load the 25-mm HE Ammunition*

1. **Gunner:** Traverses the turret to large ammunition can (2150 mils); announces when he has set the turret travel lock.

2. **Bradley Commander:**

- a. Instructs the driver to lower the ramp. BC announces, UPLOAD HE.
- b. Sets the turret drive switch to the OFF position.

**NOTE:** In the absence of a fire team member, the BC or gunner must perform the task of loading.

3. **Fire Team Member:** The fire team member performs the duties of the loader.

- a. Opens the turret shield door.
- b. Opens and removes the door from the large ammunition can.
- c. Removes the floor plates.
- d. Prepares the HE ammunition for loading.

(1) Unstows the HE ammunition.

(2) Conducts a quick visual inspection to ensure it is undamaged, clean, and aligned.

(3) Joins 15-round ammunition belts and loads 30 rounds at a time until there are 230 rounds loaded into the large ammunition-ready can.

**NOTE:** An ammunition belt must be loaded with the links on the top and the rounds pointed to the right of the vehicle. Count the rounds as they are loaded

(4) If reloading, checks to see how many rounds are remaining in the ammunition can. There must be a single empty link at the end of the ammunition belt.

e. Loads the ammunition can IAW the diagram on the ammunition can door.

f. Turns the ammunition belt over so that the links are on the top. Rounds should point to the “right” of the vehicle.

g. Feeds the ammunition belt with the double links first into the ammunition can. Hangs the first five rounds on the loading rail. Hangs the 19th round on the loading rail.

h. Counts the next 25 rounds. Hangs both the 24th and 25th rounds on the loading rail.

4. **Gunner:** Removes the lid from the top of the large ammunition can.

- a. Pull and locks the upper roller to the rear (right) of the ammunition can.

- b. Forwards the rounds up the feed chute towards the feeder with the 14-mm ratchet wrench.
- c. Slides and locks the upper roller to the left.
- 5. **Fire Team Member:** Loads the remainder of the rounds in the ammunition can. Hangs every 24th and 25th round.
- 6. **Gunner:** Removes the small access door and lifts the ammunition belt loops over the baffles until rounds are hanging straight up and down. Reinstalls the access door.
- 7. **Fire Team Member:** Installs and closes the large ammunition can door.
  - a. Ensures the HE-AP-919 selector switch is set to HE.
  - b. Closes the turret shield door, and taps on the shield door and announces, HE UPLOADED.
  - c. Stows empty ammunition boxes.
  - d. Replaces floor plates and unstows seats.

#### *Load the 25-mm AP Ammunition*

- 8. **Gunner:** Traverses the turret to the small ammunition can (4350 mils). Announces when he has set the turret travel lock.
- 9. **Bradley Commander:**
  - a. Instructs the driver to lower the ramp. Announces, UPLOAD AP.
  - b. Sets the turret drive switch to the OFF position.

**NOTE:** In the absence of a fire team member, the BC performs the fire team member duties.

- 10. **Fire Team Member:** The fire team member performs the duties of the loader.
  - a. Opens the turret shield door.
  - b. Opens and removes the door from the small ammunition can.
  - c. Removes the floor plates.
  - d. Prepares the AP ammunition for loading.
    - (1) Unstows the AP ammunition.
    - (2) Conducts a quick visual inspection to ensure it is undamaged, clean, and aligned.
    - (3) Joins and loads the ammunition in 30-round belts until 70 rounds are loaded into the small ammunition can.

**NOTE:** An ammunition belt must be loaded with the links on the top and the rounds pointed to the left of the vehicle. Count the rounds as they are loaded.

- (4) If reloading, checks to see how many rounds are remaining in the ammunition can. There must be a single empty link at the end of the ammunition belt.
  - d. Hangs the first round onto the load rail, then hangs the 25th and 26th rounds onto the loading rail.
  - e. Lifts the single linked end of the ammunition belt up into the forwarder. Pushes the last round until it is engaged in the sprocket.
- 11. **Gunner:** Locks the upper roller to the rear of the ammunition can.
  - a. Forwards the rounds with the 14-mm ratchet wrench.

b. Unlocks the upper roller.

**12. Fire Team Member:**

a. Installs and closes the small ammunition can door.

b. Ensures the HE-AP-919 selector switch is set to AP.

c. Closes the turret shield door, taps on the shield door, and announces, AP  
UPLOADED.

d. Stows empty ammunition boxes.

e. Replaces floor plates and unstows squad seats.



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**Crew Drill 10**  
**ENGAGE TARGETS WITH THE 25-MM AUTOMATIC GUN**  
**OR 7.62-MM COAX (CREW)**

**SITUATION:** Upon recognition of a target or on the BC's order. With the ISU (IBAS for M2A3 only), the Bradley crew has identified a target.

**REQUIRED ACTIONS:**

1. **Bradley Commander:** Lays the gun for direction by squeezing the palm switch on the commander's hand station and turning the turret in the general direction of the target. The BC issues a precision or battlesight fire command.
2. **Gunner:**
  - a. Indexes the announced range into the ISU (M2A2 and earlier).
  - b. Selects the ammunition/weapon system on the weapon control box in accordance with the BC's fire command.
  - c. Acquires the target using the ISU/IBAS on LOW magnification.
  - d. Switches to the HIGH magnification and announces "Identified".
  - (1) If the gunner announces "Cannot identify," the BC attempts to identify and gives further instructions.
  - (2) If the gunner announces "Lost," the BC gives additional target location information.
  - (3) If the gunner announces "Friendly," the BC gives a new target location or takes the weapon out of action.
  - (4) If the gunner announces "Cannot engage," the BC designates another target or tells the driver to move the vehicle (for example, "Driver, back, right, stop").
  - e. Lays the reticle on the center of target visible mass.
3. **Bradley Commander:** Commands FIRE.
4. **Gunner:** Announces ON THE WAY, and fires the weapons system.
5. **Bradley Commander:** Commands CEASE FIRE, upon target destruction to end the engagement.

## Crew Drill 11

### RELOAD A TOW LAUNCHER (CREW)

**SITUATION:** The BFV has fired two TOW missiles and needs to be reloaded. The TOW casings are in the launch tubes. The TOW launcher is raised.

**REQUIRED ACTIONS:**

1. **Bradley Commander:** Commands PREPARE TO LOAD MISSILE
2. **Gunner:**
  - a. Traverses the turret to the TOW LOAD position (5950 mils).
  - b. Moves the ARM-SAFE-RESET switch to RESET then to the SAFE position.
  - c. Elevates the launcher to 500 mils.
3. **Bradley Commander:** Moves the turret drive switch to OFF.
4. **Gunner:** Engages the turret travel lock.
5. **Fire Team Member:** The fire team member in the No. 5 seat is responsible for reloading the TOW missiles.

**NOTE:** In the absence of soldiers in the troop compartment, the BC acts as the loader, depending on the unit's SOP. In the absence of the BC, the gunner assumes the responsibilities of the BC.

- a. Unstows the missiles.
  - b. Checks the humidity indicator(s) on the stowed missile. (If the humidity indicators are pink, do not use.)
  - c. Inspects the containers for damage.
  - d. Removes the forward handling rings from the nose end of the stowed missiles.
  - e. Removes the electrical connector covers from the stowed missiles.
  - f. Checks the nose ends and rear diaphragms.
6. **Bradley Commander:** Commands LOAD MISSILE.
7. **Fire Team Member:**
  - a. Leader announces, UPLOADING TOW.
  - b. Opens the cargo hatch cover to the TOW LOAD position.
  - c. Pushes the release button on the side of the locking handle and pulls down.
  - d. Removes the expended missiles.
  - e. Ensures the umbilical connectors do not extend down into the TOW launcher.
  - f. Loads the missiles into the launcher (outside tube first).
  - g. Holds the missile and pushes the locking handle up until it locks.
  - h. Closes the cargo hatch.
  - i. Announces, TOW UPLOADED.
8. **Gunner:**
  - a. Turns the turret drive switch to ON and disengages the turret travel lock.
  - b. Traverses the turret to the target area and arms the system.

## Crew Drill 12

### ENGAGE TARGETS WITH THE TOW (CREW)

**SITUATION:** The Bradley crew has identified a target for the TOW within 3,750 meters.

**REQUIRED ACTIONS:**

1. **Bradley Commander:** Commands GUNNER, MISSILE, TANK, and lays the gun for direction to the target.
2. **Gunner:** Starts searching for the target as the BC lays the gun.
3. **Driver:** Halts the vehicle in a hull-down position.
4. **Gunner:** Selects HIGH magnification and uses the ISU/IBAS to determine if the target can be engaged.
5. **Driver:** Checks the vehicle slope indicator to ensure the vehicle is within the 10-degree slope warning.
6. **Gunner:** Checks the vehicle slope indicator to ensure the vehicle is within the 10-degree slope warning. Places the launcher's UP-DOWN switch on the TOW control panel to UP.
  - a. Depresses the gunner's palm switch to raise the launcher.
  - b. Depresses the TOW button on the TOW control panel.
  - c. Selects the missile tube one or two on the TOW control panel.
  - d. Places the ARM-SAFE-RESET switch to ARM.
  - e. Sights the target, announces, IDENTIFIED, and lays the cross hairs on the center of target visible mass.
- (1) If the gunner announces "Cannot identify," the BC attempts to identify and gives further instructions.
- (2) If the gunner announces "Lost," the BC gives additional target location information.
- (3) If the gunner announces "Friendly," the BC gives the new target description or takes the weapon out of action.
- (4) If the gunner announces "Cannot engage," the BC designates another target or tells the driver to move the vehicle (for example, "Driver, back, right, stop").
7. **Bradley Commander:** On hearing "Identified," commands FIRE.
8. **Gunner:** On hearing "Fire," announces ON THE WAY, and fires.

### **Crew Drill 13**

#### **REMOVE A MISFIRED TOW (CREW)**

**SITUATION:** With all hatches closed, a TOW launcher raised to the firing position, and a misfired TOW missile. Immediate action has already been performed, or on order from the BC.

#### **REQUIRED ACTIONS:**

1. **Gunner:**
  - a. Announces TOW MISFIRE, and indicates the missile that did not fire.
  - b. Moves the ARM-SAFE-RESET switch to RESET, then to SAFE.
  - c. Ensures that stabilization switch is set to ON to keep the weapon pointed downrange while the driver rotates the vehicle.
2. **Bradley Commander:** Directs the driver to seek a covered or hull-down position.
3. **Driver:** Pivot steers the vehicle, either left or right, in accordance with the BC's instructions. Turret remains oriented toward the enemy.
4. **Bradley Commander:**
  - a. Tells the driver to pivot until the turret is at 1600 or 4800 mils.
  - b. Engages the turret travel lock.
  - c. Moves the turret drive system switch and turret power switch to OFF.
5. **Fire Team Members:**
  - a. Two fire team members dismount to the rear of the vehicle.
  - b. One fire team member climbs onto the vehicle from the left side, keeping away from the front and rear of the vehicle.
  - c. Removes the misfired TOW missile from the launcher.
  - d. Hands the misfired missile to the fire team member on the ground.
  - e. Carries the missile a safe distance away from the vehicle. Marks the missile's location.
  - f. Lays the missile so that the backblast area is least destructive (minimum 200 meters).
  - g. Puts a clearly visible stake and yellow flag at the misfired TOW missile location.
6. **Bradley Commander:** Notifies the chain of command of the existence and location of the misfired TOW missile.

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**Crew Drill 14**  
**LOAD, UNLOAD, AND STOW GRENADES FOR**  
**THE M257 SMOKE GRENADE LAUNCHER (CREW)**

**SITUATION:** On order of the BC, the crew loads the eight smoke grenades stowed in the smoke grenade storage bins.

**REQUIRED ACTIONS:**

1. **Gunner:** Traverses the turret to the 6400-mil position and sets the turret travel lock.
2. **Bradley Commander:** Turns the turret drive system switch and the turret power switch to OFF.
3. **Driver:** Ensures that the master powers witch is OFF.
4. **Bradley Commander:** Commands LOAD SMOKE GRENADES.
5. **Bradley Commander or Gunner:**
  - a. Exits the turret from the gunner or BC hatch.
  - b. Removes expended grenades from the launcher.
  - c. Checks each launch tube for damage and debris.
  - d. Lifts the grenades (four) from the stowage bin; inspects the grenades.
  - e. Loads the launcher by sitting on the stowage bin and straddling the launcher.
  - f. Loads the grenades, metal end down, from bottom to top. Gently push on the smoke grenade until two clicks are felt, then turns it one-half turn.
  - g. Assumes the assigned seat in the turret.
6. **Bradley Commander:** Commands UNLOAD THE SMOKE GRENADE LAUNCHER. Turns the turret drive and turret power switches to OFF.
7. **Driver:** Turns the master power to OFF.
8. **BC or Gunner:** Sitting on stowage bin, removes the four discharger caps and grenades from top to bottom.
  - a. Installs the discharger caps on the grenade launcher tubes.
  - b. Opens the bins to stow the grenades.
  - c. Stows the grenades metal end down.
  - d. Closes and latches the smoke grenade stowage bin.

**Crew Drill 15**  
**DESTROY OR ABANDON A**  
**BRADLEY FIGHTING VEHICLE (CREW)**

**SITUATION:** Given an order to destroy or abandon the BFV, 15 one-pound blocks of TNT (or equivalent), equipment to complete an electric or nonelectric firing circuit, or two incendiary grenades, and a vehicle crew and a fire team.

**REQUIRED ACTIONS:**

1. **Destruction by Removal or Destruction of Main Components.**
  - a. **Bradley Commander:**
    - Removes the 7.62-mm coaxial machine gun backplate and destroys it.
    - Smashes the radios.
    - Smashes the CIV (M2A3 only).
    - Secures his protective mask, and individual weapon, gear, and the night vision goggles.
  - b. **Gunner:**
    - Takes the bolt assembly from the 25-mm automatic gun.
    - Smashes the ISU/IBAS.
    - Secures his protective mask, and individual weapon and gear; and evacuates the vehicle.
  - c. **Driver:**
    - Cuts the coolant lines.
    - Cuts the engine oil hose.
    - Smashes the AN/VVS-2 night vision viewer or drivers vision enhancer (DVE) (M2A3 only).
    - Secures his protective mask, individual weapon and gear.
  - d. **Team Members:**
    - Secures all night vision devices.
    - Secures dismounted radio.
    - Secures their protective mask, and individual weapons and gear; and evacuates the vehicle.
2. **Destruction by Fire.**
  - a. **Bradley Commander:**
    - Traverses the turret to 4100 mils.
    - Secures his protective mask and individual weapon.
  - b. **Driver:**
    - Discharges the Halon bottle in the engine compartment.
    - Lowers the ramp; opens the power unit access door.
    - Opens the main fuel manual shutoff valve and main fuel drain valve, and cuts the fuel lines.
    - Secures his weapon and protective mask, and evacuates the vehicle.
  - c. **Fire Team Members:**
    - Open the cargo hatch.
    - Secure the weapon and protective mask, and evacuates the vehicle.

- Discharge the Halon bottle; removes and empties the portable fire extinguishers.
- d. **Bradley Commander:**
  - Secures two incendiary grenades.
  - Places one grenade in the power unit and one in the crew compartment, and evacuates the vehicle.
- 3. **Destruction by Antiarmor Fire.** The BC—
  - Has the team members dismount with protective masks, individual weapons, and light antitank weapons (AT4s).
  - Has the antiarmor specialist secure the Javelin CLU and missiles.
  - Moves the team past the minimum range of the Javelin (65-75 meters) and within maximum range of the AT4 (300 meters).
  - Directs a volley of fire, aiming at the armament, engine, and drive train components.
- 4. **Destruction by Demolition.**
  - a. **Gunner:**
    - Prepares three 1-pound blocks of TNT or the equivalent.
    - Places the charges as follows:
      - On the receiver of the 7.62-mm coax.
      - On the receiver of the 25-mm.
      - On the ISU/IBAS.
  - b. **Driver:**
    - Prepares six 2-pound charges using 1-pound blocks of TNT or the equivalent.
    - Places the charges as follows:
      - One charge on the accessory end of the engine.
      - The second and third charges on the engine—one on the left side and the other on the right side.
      - The fourth charge between the engine and the cross drive transmission.
      - The fifth and sixth charges on the left and right track drive sprockets.
  - c. **Bradley Commander:**
    - Provides for dual priming to minimize the possibility of a misfire.
    - Connects all charges (the charges for the turret and engine compartment) for simultaneous detonation.
    - Moves team members (with protective masks and individual weapons) to a covered area.
    - Detonates the charge.
- NOTE:** Ammunition and equipment that are not destroyed by the detonation should be removed from the vehicle and destroyed by other methods.
- 5. **Destruction by Using Natural Surroundings.** The team members—
  - Remove the major components (backplate from the 7.62-mm coax, the bolt from the 25-mm main gun) and submerge them in water (lakes, ponds, rivers, and so forth). If possible, submerge the vehicle.

- If no body of water is near, widely disperse components (backplate from the 7.62-mm coax, the bolt from the 25-mm main gun), preferably into heavy underbrush.
- Break down the bolt and track assembly before disposing of the parts. The BC or gunner keeps the firing pin assembly.



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**Crew Drill 16**  
**PERFORM BEFORE-, DURING-, AND AFTER-COMBAT**  
**OPERATION CHECKS (CREW)**

**SITUATION:** Occurs during assembly area procedures, after an engagement, or during consolidation and reorganization.

**REQUIRED ACTIONS:**

1. **Before-Combat Operation Checks.**

**NOTE:** Follow all safety procedures while working in and around the turret, and ensure that no weapons are loaded with ammunition when performing the before-operation checklist.

- a. **Squad Leader** (personally or through coordination with the team leaders)—
  - Checks to ensure that all personnel are properly wearing personal protective equipment IAW the unit SOP and commander's guidance (for example, protective mask, protective body armor, helmet, nerve-agent antidote). Ensures that all personnel have hearing protection.
  - Ensures that all personnel have their assigned weapons and the prescribed ammunition load.
  - Checks to ensure that all weapons are loaded and placed on SAFE (to include firing port weapons).
  - Ensures that ammunition and pyrotechnics are properly stowed (for example, grenades, flares, small arms ammunition, smoke, AT4s, Claymores, hand grenades).
  - Ensures that all target acquisition devices (for example, NVD, binoculars, AN/PVS-7, AN/TAS-5) are properly stowed.
  - Ensures that the hand grenades are worn properly.
  - Ensures that all dismount equipment is functional (for example, test fires the weapons, conducts a communications check with the AN/PRC-119).
  - For night operations, ensures that all NVD and other target acquisition equipment (for example, binoculars, AN/PVS-7) are mounted and available, and operational and zeroed to the appropriate weapon for night operations.
  - Ensures that all personnel have additional equipment required to accomplish the mission IAW with METT-TC (for example, minefield marking set, wire cutters, obstacle breach kit).
  - Reports the status of the squad to the platoon sergeant.
  - Ensures all personnel and vehicles are camouflaged.
- b. **Gunner or Bradley Commander.** Ensures the following before-combat-operation checks are performed:
  - Ensures that the weapons systems are on SAFE (electrical and manual).
  - Ensures that all vehicle weapons systems are properly installed, and the prescribed ammunition is uploaded and stowed IAW the stowage and strapping diagram, vehicle load plan, and platoon SOP.

- Ensures all turret weapons systems are operational and boresighted. Conducts a prefire checklist in accordance with the standards outlined in FM 23-1.
- Ensures the vehicle communications systems are operational.
- Ensures that the turret PMCS has been conducted IAW TM 9-2350-252-10-2 and TM 9-2350-284-10-2.
- Checks individual equipment and weapons of the driver and gunner.
- Reports the status of the vehicle to the BC or section leader.

**NOTE:** During training, in the event the override system is inoperable and the turret interlock system malfunction, the turret drive system should not be used, until it is repaired or fully operational.

c. ***Driver:***

- Conducts before-operation hull PMCS in accordance with TM 9-2350-252-10-1 and TM 9-2350-284-10-1.
- Reports the status of the vehicle to the BC.

d. ***Platoon Sergeant:***

- Consolidates the reports from the squad leaders and BCs, and reports the platoon's status to the platoon leader.
- Checks the aidman for complete aid bag.
- Checks the FIST for individual weapons and equipment; operational mission equipment (for example, laser range finder); operational communications (for example, digital message device and radios); any other mission-essential equipment.
- Other attachments as required.

e. ***Platoon Leader:***

- Checks the special equipment required to execute the mission, and designates where it will be carried.
- Reports the platoon status to the company commander NLT the mission start time.

2. **During-Combat Operation Checks.** During-combat operation checks should be conducted in a secure location during a lull in the battle.

a. ***Squad Leader or Team Leader:***

- Ensures the accountability of all soldiers and equipment.
- Supervises aid to injured soldiers.
- Ensures the weapons are on SAFE.
- Checks ammunition status, gets more ammunition from vehicle if possible, cross levels when necessary, and reports the critical shortages to the platoon sergeant.
- Reports the status of personnel, equipment, and ammunition to the platoon sergeant.
- Ensures dismounted security is established.

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- b. ***Bradley Commander or Gunner:***
- Places the turret system on electrical SAFE.
  - Checks ammunition status for all turret weapon systems, performs reload drills when required, cross levels from other BFVs when necessary, and reports the critical shortages to the section leader or platoon sergeant.
  - Verifies the boresight of all weapons systems.
  - Checks for damaged equipment.
  - Ensures communications (radios and intercommunications) are operable.
  - Conducts a visual inspection of the turret.
  - Ensures the commander's and gunner's handstations are operable.
  - Performs during-operation turret PMCS in accordance with TM 9-2350-252-10-2 and TM 9-2350-284-10-2.
  - Reports the status of the vehicle to the section leader or BC.
  - Supervises expedient vehicle repairs, if necessary.
- c. ***Driver:***
- Performs during-operation hull PMCS in accordance with TM 9-2350-252-10-1 or TM 9-2350-284-10-1.
  - Conducts a visual inspection of the exterior of the vehicle.
  - Checks all bolts and nuts on the road wheels and idle wheels.
  - Checks fuel status and oil levels in the engine, transmission, fan tower, final drive ramp motor, road wheels, return roller hub windows, and idler wheels.
  - Checks the engine compartment for any visible signs of damage.
  - Reports the status to the BC.
- d. ***Platoon Sergeant:***
- Reports the status of the platoon to the platoon leader.
  - Supervises the evacuation of casualties.
  - Reports the location and status of inoperative vehicles and the WIA or KIA to the platoon leader.
  - Coordinates for resupply, if required (for example, POL, ammunition).
- e. ***Platoon Leader:***
- Reports the status of the platoon to the company commander (if resupply or repairs are necessary to complete the mission, if required by SOP, or if the platoon has suffered combat or maintenance vehicle losses).
3. **After-Combat Operation Checks.** After-combat operation checks are to be forwarded in conjunction with consolidation and reorganization, and the infantry is normally dismounted and provides the local security while the BFV crew perform the necessary checks.
- a. ***Squad Leader or Team Leader:***
- Ensures that dismounted security is established.
  - Checks for injured soldiers.
  - Accounts for all personnel and equipment.
  - Checks and ensures that all weapons are on SAFE.
  - Reestablishes the chain of command.
  - Checks the status of ammunition and supplies.
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- Ensures that hasty positions are prepared, ensures that the key weapons are manned, and replaces vehicle crewmembers, as needed.
  - Ensures that soldiers and vehicles are camouflaged as necessary.
  - Reports the status of soldiers, equipment, and ammunition to the platoon sergeant.
- b. ***Bradley Commander or Gunner:***
- Places turret system on electrical SAFE.
  - Ensures that ammunition resupply is conducted for all weapons on the vehicle.
  - Conducts a visual inspection of the turret for damages.
  - Checks communications (radios and intercommunications) for damage.
  - Performs after-operation turret PMCS IAW TM 9-2350-252-10-2 or TM 9-2350-284-10-2.
  - Confirms zero with a few rounds.
  - Reports the status of the vehicle to the section leader or BC.
- c. ***Driver:***
- Conducts a visual inspection of the vehicle exterior.
  - Performs after-operation hull PMCS IAW TM 9-2350-252-10-1, TM 9-2350-294-10-1 or TM 9-2350-284-10-1.
  - Checks all bolts and nuts on the road wheels and idle wheels.
  - Checks fuel status and oil levels in the engine, transmission, fan tower, final drives, ramp motor and return roller hub windows, road wheels, and idler wheels.
  - Checks the engine compartment for any visible signs of damage.
  - Reports the status to the BC.
- d. ***Platoon Sergeant:***
- Reports vehicle, soldiers, equipment, and ammunition status to the platoon leader and company executive officer or first sergeant IAW the unit SOP.
  - Supervises evacuation of wounded soldiers, inoperative equipment, and vehicle.
  - Requests replacements and resupply (personnel, equipment, batteries, POL, ammunition) from the first sergeant IAW the unit SOP.
  - Supervises the repair of equipment and vehicles within the capability.
- e. ***Platoon Leader:***
- Determines and disseminates the lessons learned with the platoon sergeant and squad leaders.
  - Reports the platoon status to the company commander.